CALL of CTHULHU® ADVENTURE

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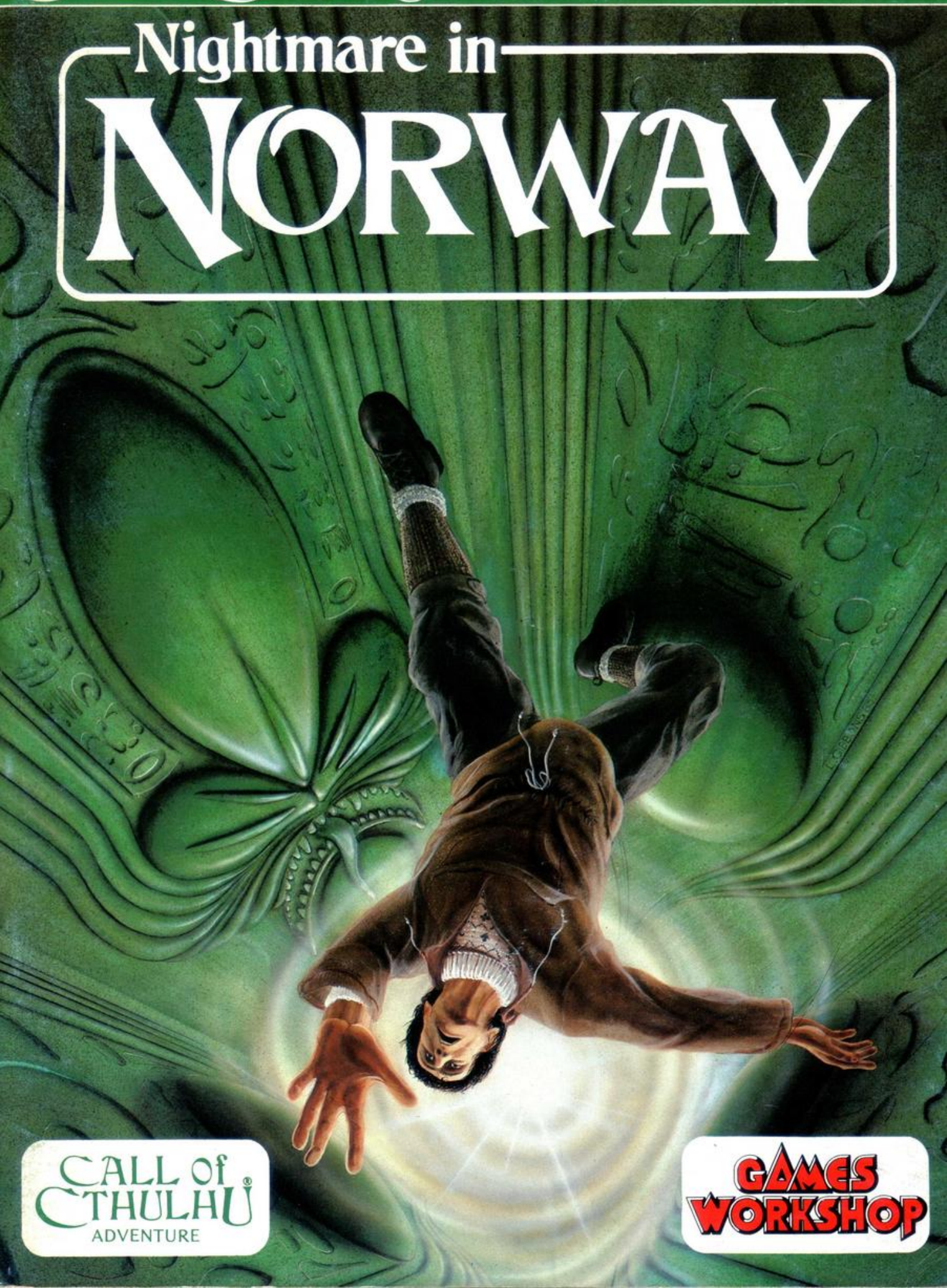
Nightmare in NORWAY



CALL of CTHULHU® ADVENTURE

GAMES WORKSHOP

£45-

Nightmare in NORWAY

H.P. Lovecraft 1890-1937

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CONTENTS

PLAYER'S INFORMATION 3
RESEARCH MATERIALS 4
GENERAL INFORMATION 5
VIKENBERG 5
OLSEN'S SKI LODGE 8
CUT-OUT CHARACTERS 12
PLAYSHEETS 13
HANDOUTS 25
TROLLS 31
THE TROLL CAVES 34
AFTERMATH 35

Nightmare in NORWAY

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Nightmare in NORWAY

A *Call of Cthulhu* adventure for 2-5 moderately experienced player characters, set in Norway in February 1925.

PLAYERS' INFORMATION

You are contacted by an acquaintance, Sir Eustace Cleary, a shipping magnate, who knows of your investigative abilities and wants you to deal with a delicate problem. Last year his cousin Edward died while skiing in Norway. He apparently fell and broke a leg, and was then attacked by wolves and killed before anyone realised he was missing. One result of his death was that Sir Eustace inherited a substantial estate. Later Sir Eustace learned that Edward was not on holiday alone, but was travelling with a lady friend as man and wife. Someone else has apparently learned of this, and is demanding money to remain silent. The blackmail letters are being sent from a village near the ski lodge, replies are sent to a post office box in the village.

Sir Eustace is about to stand for Parliament, and any hint of a scandal in his family might be disastrous to him. He will pay you £500 plus expenses to visit the lodge pretending to be tourists, find out who is blackmailing him, and discreetly stop the extortion.

KEEPER'S INTRODUCTION

In the course of this scenario, characters may need several unusual skills. These skills, and suggested initial ratings, are explained below:

Drive Sleigh: Base skill 15%. This is the ability to control a horse-drawn sleigh on snow or ice. A sleigh moves relatively quickly: 6 to 8 for a heavy sleigh, 9 to 12 for a light one (or one with several horses). A skill of 25% is sufficient under normal circumstances; control under unusual conditions (blizzards, avalanches or with panicked horses) will require frequent skill rolls.

Ride Bicycle: Base skill DEX×3. This is the ability to stay upright on, and steer a bicycle. 25% skill is adequate for control under normal circumstances. If the roll is failed, the character may make another skill roll to avoid 1D6 injury as he or she falls off, or runs into a wall or tree. Normal bicycle movement rate is 12.

Ski: Base skill 05%. This is the ability to control skis and to avoid obstacles. Skill rolls are required under poor conditions. If the roll fails, the character falls down. Ski movement rate downhill is equal to the skill rating divided by 5 (rounding down). Cross-country ski movement is 4; movement uphill is 2.

Tobogganing: Base skill 10%. This is the ability to control a toboggan and avoid obstacles. Skill rolls are only required in bad terrain or bad weather conditions. Otherwise, anyone can ride the toboggan. If a Tobogganing skill roll is required and it fails, the character falls out of the toboggan and may take damage.

The Norwegian currency of this period is the Krone, divided into 100 Ore. In 1925 one Krone is approximately equal to an English shilling (£0.05 in modern currency), or to 20 US cents (20¢), and has equivalent purchasing power. Norwegian cars drive on the right.

This adventure contains notes on several characters. Where skills are listed, they are only those which are directly relevant to the situation, and are different from the norm. The keeper should feel free to add more (apart from Cthulhu Mythos and combat skills) if necessary.

KEEPER'S INFORMATION

Sir Eustace will not give the letters to the investigators, or arrange for them to be tested for fingerprints. He is a true gentleman, and they contain details which would identify the lady involved in the affair. He also realises that investigators holding these letters could blackmail him if they so desired. He will reveal, if asked, that the letters were written in block capitals, in accurate but stilted English.

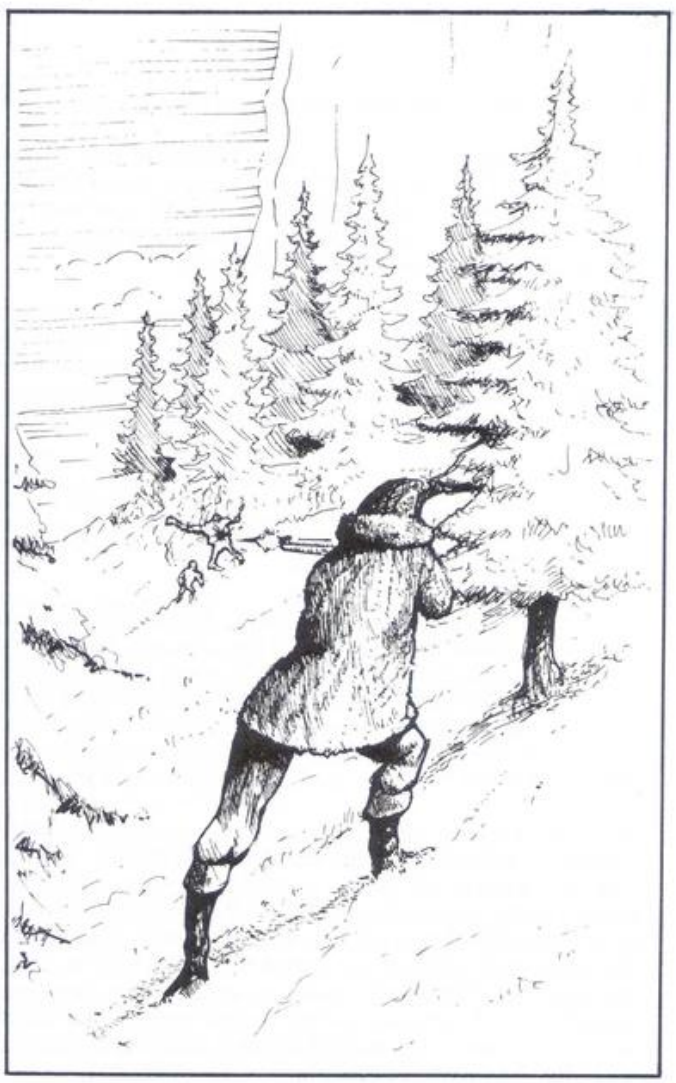
While the players' information is correct, to the best of Sir Eustace's knowledge, one detail is inaccurate. Edward was injured in a fall, but he was killed by what some have called trolls, degenerate descendants of the fierce prehuman hominids of legend, not wolves. Events unrelated to the blackmail attempt are about to cause them to attack the ski lodge. The attack will occur six days after the investigators arrive, and the keeper should manipulate events so that they are in the lodge and have made little progress with the blackmail investigation, when it begins.

The so-called trolls are Mythos creatures, and worship Tsathogghua. Normally they eat small mammals, roots, and birds, but they will attack humans if the odds are right. Edward was injured near their cave, and they attacked him before he could crawl back to the main road. However, the trolls have long forgotten this incident, and will attack the lodge for another reason.

Normally trolls avoid human settlements, but this group is motivated by a desire for revenge. Madeleine Dupont, a hunter staying at the lodge, visited their mountain the day before the investigators arrived, stumbled across a female and cub, and shot them. She has kept quiet about this incident since she thinks that the trolls are an unknown species of ape, and wants to 'bag' a male before their presence is known and other hunters arrive. She has the pelts in a locked case in her room. The trolls will track her scent back to the lodge, and their Shaman will cast a spell to bring a snowstorm to mask their attack.

Sven Lundquist, a villager, knows of the presence of the trolls from personal experience. When he was eight months old he was stolen and reared by a female troll whose child had died. He later returned to humanity, but still feels an affinity for his adopted species. If the trolls are exterminated he will take revenge on any survivors of the lodge attack.

Players should be encouraged to seek a solution which will prevent a massacre of the occupants of the lodge, and to attempt to unmask the blackmailer. Sir Eustace is wealthy and influential; his help could prove very useful to an investigator in the future.



RESEARCH

In Britain: Newspaper accounts of Edward's death are moderately detailed. A typical example, from *The Times*:

BRITISH SKIER KILLED BY WOLVES

Tragic Death of Lieutenant Edward Cleary MC

From our Norwegian correspondent

The current fashion for the dangerous sport of skiing has claimed yet another victim. Lieutenant Edward Cleary, of the South Yorkshire Regiment, has been found dead after a fall, his body savagely mutilated by wolves.

Lieutenant Cleary was on leave, staying at Olsen's Ski Lodge, near the small mountain village of Vikenberg, when the accident occurred. He left the lodge at approximately ten o'clock on Friday morning, intending to practise cross-country skiing and visit Vikenberg. Several hours later the owner of the lodge, Herr Olsen, learned that he had not reached Vikenberg, and search parties were sent out. On Saturday his body was found at the end of a logging track, badly wounded. An autopsy has revealed that he fell and broke his left leg, and was then savaged as he tried to crawl back to the road. Tonight the local chief of police, a Sergeant Carlsen, announced that a wolf hunt would be organised within the next few days. He added, "This is very unusual. Wolves are normally cowardly, and rarely attack men. We must assume that his injury tempted them to be bold. I have frequently warned foreign visitors to ski in pairs, and not alone, if they insist on leaving the main road. If Lieutenant Cleary had been accompanied this would not have occurred."

Lieutenent Cleary will be remembered as a brave soldier and sportsman who always tackled the most dangerous challenges. He was a skilled Alpinist, played polo for the Army in 1919 and 1920, and was an enthusiastic yachtsman. He learned to ski in Switzerland before the Great War, but preferred the lonely slopes of Norway to the crowded Swiss resorts. He is survived by his cousin, Sir Eustace Cleary, and will be buried by his regiment next week.

In Norway: Investigators without Read/Write Norwegian will make little progress. Others will learn that after the attack the villagers mounted a wolf hunt, killing eight wolves in various parts of the valley. Past records reveal that this sort of accident has happened before in the valley area, the last incident being twelve years earlier. All past attacks were followed by wolf hunts. Similar information can be gained by questioning Peter Olsen or Sergeant Carlsen when investigators arrive in Norway.

Note: It's easy to find out, either in Britain or Norway, that neither of the last two incidents took place at or near the time of the full moon.

Another mystery is described in a newspaper article which appeared in May 1910. It is relevant to this scenario, but no-one has linked the incidents. The article is loosely translated from Norwegian:

MISSING CHILD FOUND ALIVE AFTER FIVE YEARS

Cannot speak - Was he brought up by wolves?

Baby Sven Lundquist, who disappeared from his home in Vikenberg in 1905, aged 8 months, has been found alive in the woods north of the village.

Sven disappeared from a picnic near the river in June 1904. Search parties failed to find him, and it was assumed that he had drowned. Now he has been found alive, and has apparently spent these missing years in the woods, living as a wild animal. Tragically, his parents did not live to see his return; they were killed in a fire last year.

Sven was found by woodsman Lars Petersen, who was working and heard a faint cry. When he investigated, he found the naked boy trapped in a snare. The boy attacked him when he approached, and Herr Petersen was forced to knock him unconscious before he could release him. The police later identified him from birth records and foot prints. Last night Doctor Rasmusson, of the State hospital, described his condition. "He seems unable to talk, and is heavily scarred, apparently by falls and animal bites. We are treating him for various parasitic infections, influenza, and colic. In all, we would say that his condition is surprisingly good, stronger than most children of his age. However we are forced to keep him in a locked room, since he seems determined to escape back to the forest."

Doctor Rasmusson could offer no theories to explain the boy's survival. Professor Faalken of Oslo State University has suggested that he might have been brought up by wolves, in the manner described by the British author Rudyard Kipling. We understand that zoologists are reluctant to agree with this theory.

Whatever the truth, Sven has returned to a village which thought him dead. We hope that he will make a speedy recovery.

GENERAL INFORMATION

This section summarises the information which the players can easily learn, and should be made available as requested. Players may see the area map *[Figure 1]*.

The usual route to this area from Britain is by steamer to Bergen, then by coastal ferry to the nearest harbour. The railway journey from the coast takes five hours. The area is also accessible by train or road from Bergen; both routes take at least three days, and involve several ferry stages. Air travel is possible, but the only landing areas within a hundred kilometres are coastal anchorages for seaplanes, used by the Norwegian Navy. At this time of the year they are extremely dangerous, windy and often blocked by floating ice.

Olsen's Skiing Lodge is on the north-eastern slope of Mt Nygaard, approximately 650 metres above the valley floor (1150m above sea level). Mt Nygaard has reasonably good skiing terrain, with no major precipices or avalanche danger, and has ample snow until late spring. Two other mountains, Mt Kari and Mt Skaldi, rim the valley. Mount Kari has the best skiing slopes, but is often used for winter military training. At present there is an exercise in progress, and civilians are not allowed on the mountain. Mount Skaldi is dominated by a huge glacier, and is rarely used for skiing since the terrain is extremely rough. It is occasionally visited by hunters and climbers. Edward was killed on its lower slopes.

The valley floor is crossed by a small river, fed by the glacier and melting snow from the surrounding hills in spring. At present it is frozen. *[The ice will support objects up to SIZ 15 before cracking.]* The road from the lodge crosses this stream via a wooden bridge.

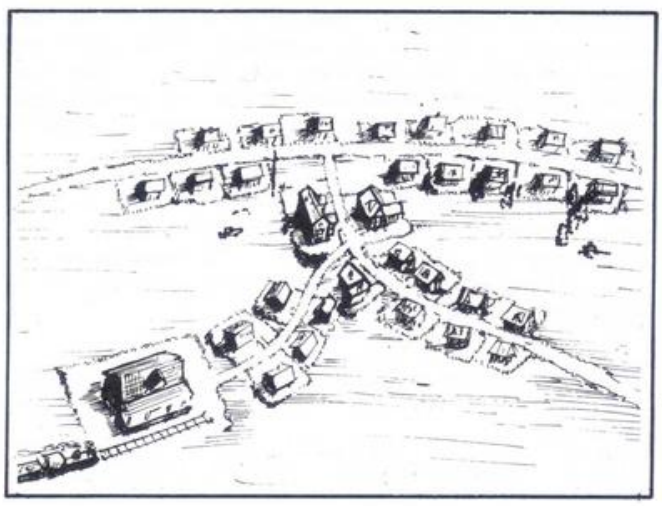
There is a small village, Vikenberg, at the other end of the valley, approximately 14.5km from the lodge by road, 13km across country. All roads in the area are either single lane gravel or rough tracks. At this time of year they are icy and extremely dangerous.

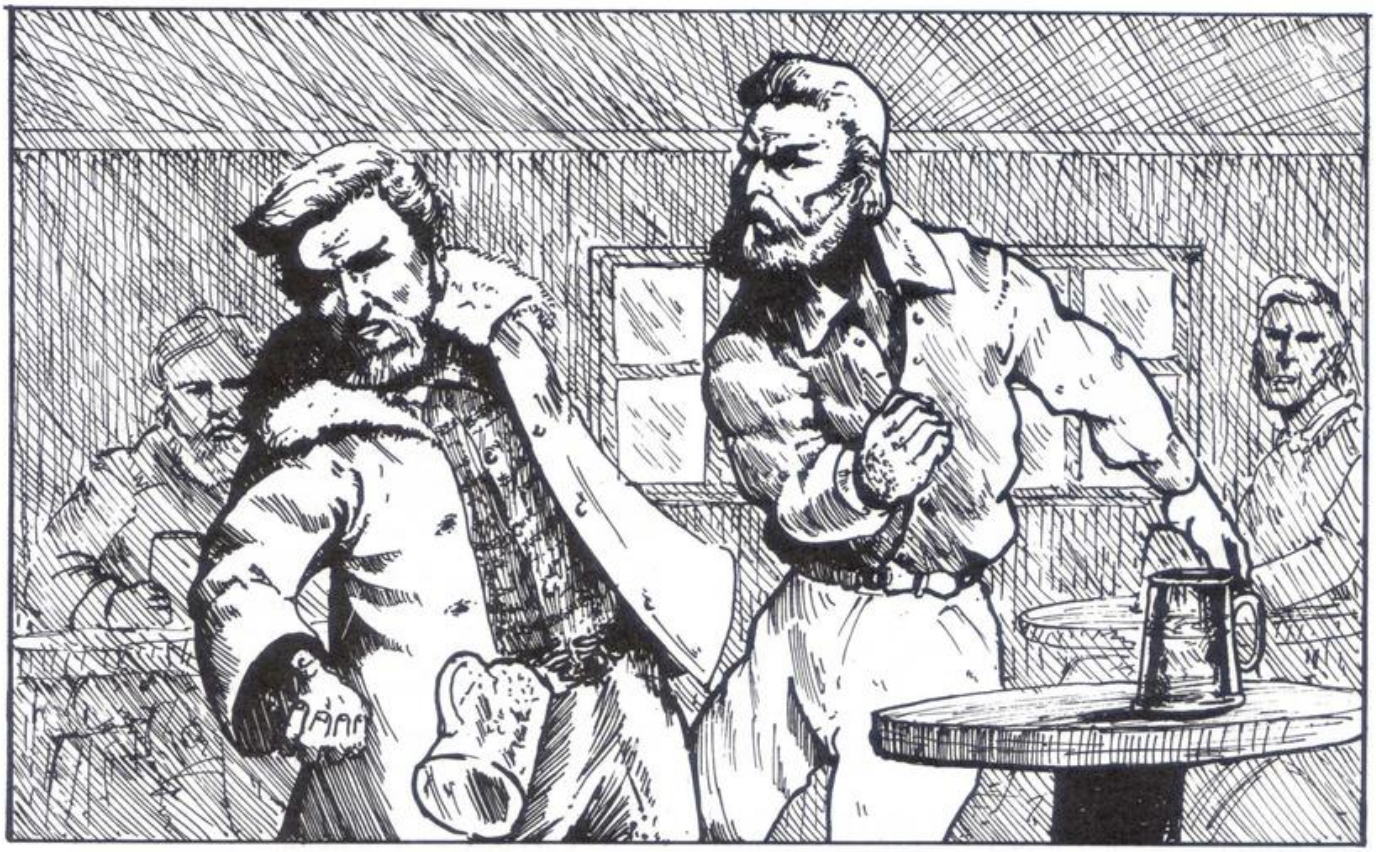
VIKENBERG

Vikenberg is a small village of 92 inhabitants. Its industries are logging, farming, and trapping. The village holds 27 houses, a general shop, an inn, a tiny railway station (served by a train from the coast every two days), and the local police station. Most of the villagers speak a smattering of English *[1D6×5% Speak English]*, since it is part of the school syllabus.

If investigators arrive by train, and have telegraphed ahead, they will be met by a sleigh driven by Peter Olsen, the owner of the lodge, after a few minutes wait. If they travel by road they must pass through the village.

The station ticket clerk is Oskar Poulsen, the elder brother of Helga Poulsen, a maid at the lodge. Helga is the blackmailer. All mail for the village passes through the station; Oskar steals letters for Box 31 before they reach the village post office (a corner of the village shop).





Oskar Poulsen: Norwegian male, age 23. Station clerk and petty criminal.

STR 8	CON 12	SIZ 7	INT 9	POW 5
DEX 13	APP 8	SAN 25	EDU 7	Hit Pts 9

Skills: Dodge 32%, Fast Talk (in Norwegian) 15%, Pick Pocket 25%, Sneak 30%, Speak English 15%
Equipment: Pocket knife, bicycle.
Money: 11 Krone carried, 250 Krone at home.

If questioned, the clerk in the post office will deny that she knows anything about Box 31. Vikenberg is a small village, and there are only 15 post office boxes, all belonging to outlying farms. A Psychology roll (with modifiers for her 10% Speak English skill) will reveal that she is telling the truth. She is an incorrigible gossip, and anything she is told will soon become common knowledge. Players should be encouraged to think of ways of checking her story and tracking letters.

The village inn, *The Grey Wolf*, is a typical small tavern of the period. It mostly caters for trappers, lumberjacks, and farmers, and the floor is covered in sawdust. The main decorations of the inn are a number of mounted wolf heads and pelts, including four from the hunt which took place after Edward was killed. It has one double guest room, costing 4 Krone per night for one occupant, 6 Krone per night for two.

The landlord is Stane Torrenson, a gloomy alcoholic prone to occasional lapses into tears and violence (usually at moments of tension). He expects trouble from his patrons, and prefers to nip it in the bud by knocking out the offending customers.

Stane Torrenson: Norwegian male, age 38. Inn-keeper and alcoholic.

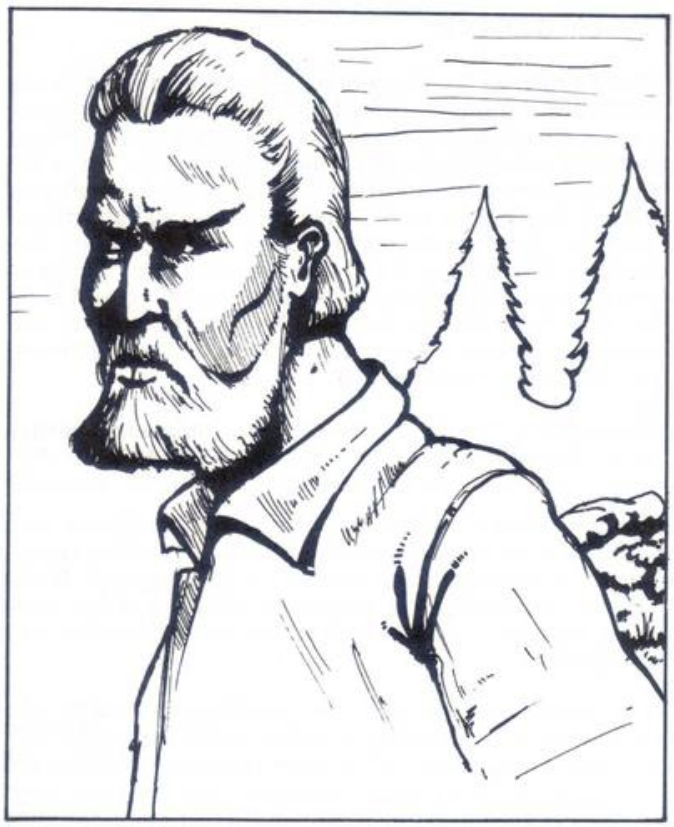
STR 16	CON 10	SIZ 14	INT 9	POW 11
DEX 8	APP 7	SAN 37	EDU 7	Hit Pts 12

Skills: Dodge 21%, Sing (Norwegian) 20%, Ski 36%, Speak English 10%, Fists 45%, Kick 35%, Axe Handle (as Nightstick) 40%
Equipment: Pocket knife, bicycle, skis, axe handle under the bar.
Money: 450 Krone in inn, 7500 Krone banked.

If investigators spend any time in the village they will probably visit this inn. While there they should witness the following encounter:

A burly bearded man in rough working clothes *[Spot Hidden: they are much lighter than those worn by other patrons or the investigators]* walks into the bar, picks up a beer (which Torrenson poured as he entered), and goes to a corner table to drink it. Shortly afterwards another customer, who is obviously drunk, goes to the table and pretends to bark and howl like a wolf. The seated man slowly drains his beer. When he has finished he gets up, hits the howling man once (knocking him unconscious) and walks out of the bar. The landlord throws the unconscious man out after him. Throughout the incident the burly man says nothing (he didn't even speak to order the drink, since the barman knows his preference), and ignores anyone who wishes to talk to him. He will defend himself from any other attack.

Anyone in the bar can tell the investigators that the drunkard was Tom Hucks, a farmer *[average statistics, no special skills or knowledge]*, and that the burly man was Sven Lur quist, 'The wild man who was reared by wolves':



Sven Lundquist: Norwegian male age 22. Drystone mason.

STR 20	CON 18	SIZ 16	INT 13	POW 15
DEX 19	APP 11	SAN 31	EDU 4	Hit Pts 17

Skills: Botany (of forest) 55%, Camouflage 60%, Climb 75%, Cthulhu Mythos 6%, Dodge 63%, Hide 35%, Jump 40%, Listen 45%, Ski 58%, Sneak 55%, Spot Hidden 45%, Speak Norwegian 5%, Speak Troll 15%, Swim 55%, Throw 40%, Track 45%, Zoology (of forest) 85%, Bite (1D4 damage) 75%, Fists 65%, Kick 50%, Grapple 55%, Knife 40%, Rifle 30%, Shotgun 45%
Equipment: Boot knife (commando knife), .30-06 rifle (in cottage), mason's tools (pickaxe, chisels, mallet, etc).
Money: 8 Krone carried, 75 Krone at home.

Lundquist lives in a small cottage on the south side of the village. He earns a modest living repairing walls, and can be seen working in shirt sleeves in the worst weather.

In 1904 Lundquist crawled away from a family picnic, and was caught by a female troll who had lost her cub. Normally the trolls would eat such a tempting catch; instead, he was reared as a troll, becoming acclimatised to the harsh conditions of their cave life. Their peculiar diet, and active hunting life, made him abnormally strong.

In 1910 he was captured by Lars Petersen (as described in the newspaper story earlier). Afterwards, he was sent to a succession of schools and hospitals, in an attempt to return him to normal life. Unfortunately his period with the trolls led to a serious handicap. Children generally learn to speak in the first years of their lives. If deprived of human contacts they fail to develop normal language skills. The trolls' 'language' is a mixture of grunts and gestures, only slightly more complex than that of gorillas or chimpanzees. Lundquist can barely talk (and needs to think out every word as he speaks), and is illiterate. Investigators will probably assume that he is mentally subnormal.

Eventually doctors decided to return him to his native village, where a farming family adopted him. He has learned to repair walls, and perform other manual jobs, to wear clothing and wash, and to function in society within his limited role. He will always be an outsider, a loner on the edge of village life. After his return he tried to escape to the troll caves, but was attacked and driven away. Villagers remember that he disappeared for several days on three or four occasions, returning with bloodstained ripped clothing, and bad cuts and scratches. He sometimes climbs the mountains to listen to the trolls, and knows that something bad has happened.

Sven behaves gently, and won't harm anyone who doesn't annoy him, but finds it almost impossible to communicate. He won't say anything about his past, or about the trolls, since he knows that they are vulnerable to modern weapons. He has a good idea of Edward's fate, but won't discuss it. If the lodge is mentioned he may say that it is a "bad place", but won't explain his reasons for this opinion. The investigators may assume that he is an insane victim of whatever force killed Edward. However, he has a more important role: if any trolls are killed he will take a slow, careful revenge, stalking and killing anyone who took part in the incident.

The village police station is manned by Sergeant Eric Carlsen, of the State Police, assisted by two part-time constables. Carlsen was surprised by the wolf attack, but knows that it isn't always possible to predict the behaviour of wild animals. He doesn't like foreigners much, and is especially scathing when talking of "tourists who ignore the elementary rules of safety". He can confirm details of the case, as reported in *The Times*. He knows that Edward wasn't travelling alone, and that his companion was in Olsen's Lodge throughout the day he died. He won't reveal the woman's real name, or mention her presence unless it is clear that the investigators already know of this aspect of the case. While he doesn't approve of immorality, he doesn't wish to speak ill of the dead, or disrupt the lives of the innocent. His files include her name, but are kept in a locked cabinet in the police station.

Carlsen wasn't stationed in the village when Sven Lundquist was found. He knows of the case from records, and from his own observations. Like all the villagers, he assumes that Lundquist is mentally handicapped and harmless unless provoked.

Sgt. Eric Carlsen: Norwegian male, age 44. State Police officer.

STR 11	CON 12	SIZ 11	INT 14	POW 10
DEX 12	APP 10	SAN 50	EDU 10	Hit Pts 11

Skills: Bargain 15%, Drive Auto 30%, First Aid 40%, Law 25%, Linguist 15%, Psychology 30%, Ride 20%, Ride Bicycle 34%, Ski 39%, Sneak 20%, Spot Hidden 35%, Speak English 15%, Read/Write English 15%, Speak Finnish 25%, Read/Write Finnish 25%, Track 15%, Fists 60%, Kick 30%, Grapple 35%, Knife 40%
Equipment: (Carried) 9mm revolver, nightstick, 2 pairs handcuffs, whistle. (In police station) 2 .30-06 bolt-action rifles, 2 12-gauge shotguns, skis, climbing gear.
Money: 15 Krone carried, 3500 Krone banked.

Constable Bang: Norwegian male, age 21. Part-time State Police officer and farm worker.

STR 13	CON 10	SIZ 12	INT 10	POW 11
DEX 12	APP 10	SAN 55	EDU 10	Hit Pts 11

Skills: Law 15%, Psychology 10%, Read/Write Norwegian 50%, Ride 10%, Ride Bicycle 29%, Ski 44%, Sneak 15%, Spot Hidden 30%, Speak English 5%, Speak Finnish 15%, Track 10%, Fists 60%, Rifle 15%, Revolver 25%, Shotgun 35%
Equipment: As Sgt Carlsen.
Money: 10 Krone carried, 500 Krone banked.

Constable Sorrensson: Norwegian male, age 24. Part-time State Police officer and labourer.

STR 17	CON 12	SIZ 16	INT 9	POW 8
DEX 12	APP 9	SAN 40	EDU 8	Hit Pts 14

Skills: Law 15%, Psychology 10%, Read/Write Norwegian 50%, Ride 10%, Ride Bicycle 30%, Ski 75%, Speak English 5%, Speak Finnish 10%, Rifle 35%, Revolver 35%, Shotgun 55%
Equipment: As Sgt. Carlsen.
Money: 12 Krone carried, 450 Krone banked.

If any incident occurs in the village, one of these officers will arrive in 2D4 rounds. Roll 1D10:

1-6	Sergeant Carlsen
7-8	Constable Sorrensson
9-10	Constable Bang

Other members of the village population are more or less irrelevant to this adventure. However, they could assemble a group of 4D6 armed men in 1-2 hours, led by the police. Most male adults are members of the Norwegian Militia, an army reserve mobilised in wartime, and have skis, rifles, and some field gear. They have no heavy military equipment.

MOUNT KARI

The road to Olsen's Lodge passes two side roads to Mount Kari. Both are closed by barbed wire barricades, patrolled by Norwegian soldiers in Arctic clothing.

Anyone attempting to enter this area by road will be turned back (at gunpoint if necessary) and redirected towards the lodge or village.

The military exercises on Mount Kari are a test of Arctic combat methods and vehicles. Equipment includes two experimental half-track snowmobiles, various light trucks, mortars, field guns, and a flame-thrower unit. These units could easily deal with trolls. However, the exercise planned for the night of the troll attack involves an assault by armed 'saboteurs', and all units will be alert for strangers. Any silly story about trolls will be assumed to be some odd type of diversion, and investigators are likely to be arrested and held prisoner for 2D4 hours.

OLSEN'S LODGE

[See Plans 2 & 3.] This building was constructed in the 1890s, and is a single-storey lodge with 7 guest bedrooms, a spacious lounge, and some recreation facilities. When built it was intended to be a hunting lodge, but over the years improved transport and the growing popularity of winter sports have caused the owner to add additional facilities. A clearing north of the main building has recently been surfaced for parking, and gives access to two garages and a stable. A wood pile and a gravel heap are also located in the clearing. West of the building is a sauna hut (a new Finnish innovation), and a large pool, currently used for ice skating.

The owner of the lodge, Peter Olsen, leads skiing parties two or three times a day, and characters should be encouraged to take lessons and improve their skills. Typically

Olsen will walk uphill with a party, then lead them on a cross-country run down to the valley road, or across country to Vikenberg if the weather is really good. If the weather is poor his wife Karen will drive the sleigh down to the road and wait for the party; Olsen will drive back up to the lodge.

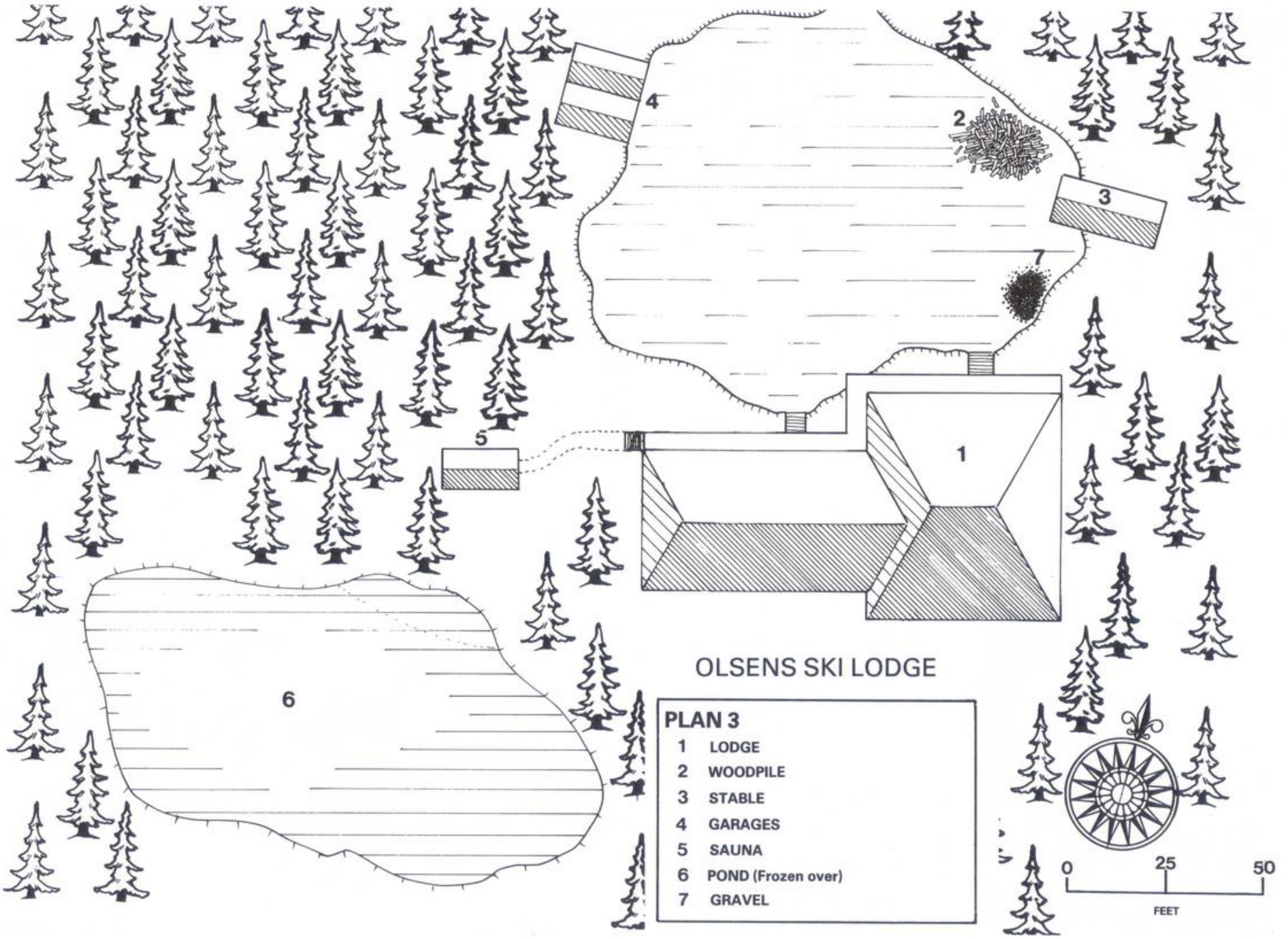
The lodge is a wood and stone building, consisting of a main section built on top of cellars and a west wing built on stone foundations. All windows have external shutters *[STR 18]*, normally open. The main floor level is 2-4 feet above the ground. Unless stated otherwise all rooms and corridors are lit by oil lamps, rooms are heated by wood stoves or fires *[f]*; internal doors are lockable *[STR 11]*. For full details of lodge occupants see the end of this section.

The north side of the lodge is skirted by a wide roofed verandah ***[1]***, fitted with thick railings and stairs down to ground level. [*Spot Hidden:* the verandah is supported by pilings, and the area underneath or the flat roof above might be used as hiding place.]

Double wooden doors *[lockable, STR 20]* lead to a lobby ***[2]*** lined with coconut matting, and to free-swinging double doors *[not lockable, STR 8]* opening on to the lounge. This room ***[3]*** holds a piano *[p]*, four stout wooden tables (built from sections of tree trunk), and a well-equipped bar *[3a]* with access to the kitchen, and is decorated with a variety of hunting trophies and souvenirs on shelves around the walls. [*Spot Hidden:* The souvenirs include a stuffed 'mermaid' (actually a fake built from a trout and a monkey), a replica Viking helmet *[Armour factor 4, rusty]*, and several dozen eggs and stuffed birds. None of these are of any significance. There is usually an ice pick in a bowl of ice and a sharp knife (as butcher knife) in a dish of lemons and limes behind the bar.]

The kitchen ***[4]*** holds a wood range *[x]* and all normal facilities, including a variety of knives and cleavers. A staircase *[4a]* leads down to the cellars.

North of the lounge are Olsen's office ***[5]*** and bedroom ***[6]***. The office is partitioned by a counter bearing the visitors' book and a vase of ferns, and holds all normal business equipment. A small locked safe *[x]* in the north-east corner holds notes and coins equivalent to £130. A gun rack against the north wall is locked, and holds a 20-gauge single-barelled shotgun, a .30-06 bolt action rifle, and a .32 revolver, plus 50 shotgun cartridges, 144 rounds of rifle ammunition, and 23 pistol rounds. A locked key cabinet *[z]* near the fireplace holds room keys. The keys for the cabinet are on Olsen's bunch. This office holds records for the last few years, including Edward's visit last year. However, he and his 'wife' registered as Mr and Mrs Cleary, and no other name is recorded.


4
2
3
7
5
1
6
OLSENS SKI LODGE
PLAN 3
1 LODGE
2 WOODPILE
3 STABLE
4 GARAGES
5 SAUNA
6 POND (Frozen over)
7 GRAVEL
0
25
50
FEET

The bedroom accommodates Olsen and his wife, and holds nothing of interest except Olsen's Militia uniform and a well-equipped first-aid kit.

Across the passage is a large room *[7]* holding skis, four toboggans, skates, snowshoes, climbing gear, and other Alpine equipment, including some gunsmith's tools (but no weapons or ammunition). All equipment except clothing is kept here, for drying and maintenance.

[*Spot Hidden:* A one-man bobsledge is stored under a workbench. An active character might be able to use it to ride down the road to the valley (at movement rate 18). Since this is an unusual and difficult form of transport, it is suggested that a Tobogganning skill roll be made every 200 metres until the valley is reached, to avoid tipping the sledge and taking 2D6 damage.]

The room next door *[8]* holds a bridge table, a writing desk, and a shelf of books. It is rarely used, since it is rather gloomy and stuffy. The door from 7 to 8 is normally locked. [*Spot Hidden:* There is a secret drawer, hidden behind one of the normal drawers. It holds a shrivelled apple core.] Most of the books deal with hunting and winter sports, the rest are novels. All are printed in Norwegian.

A corridor *[9]* links the main building to the west wing. It joins the lounge by double swing doors *[STR 12, not lockable. Spot Hidden:* The corridor passes under a ceiling trap door. This leads into an attic, unoccupied and extremely dusty. The attic floor (and room ceilings) have STR 11. The outer roof has STR 35. There are no external openings to the attic.]

10: Madeleine Dupont. The room holds several trunks, a long leather guncase, and an assortment of expensive clothing, including a number of furs. A locked trunk holds the troll skins mentioned above, roughly cured with salt. The gun case holds an under-and-over shotgun/rifle combination, a German weapon with a 12-bore shotgun barrel over a .30-06 rifle barrel. Both barrels are single shot. The gun is unloaded; there are boxes of each type of ammunition in the case. This weapon has normal range and damage effects but is clumsy, used with either skill at −5%. The case also contains a hunting knife, with traces of bloodstains on its blade.

11: Sigismund and Sara Cohen. Normal clothing, personal effects, one Hebrew Bible.

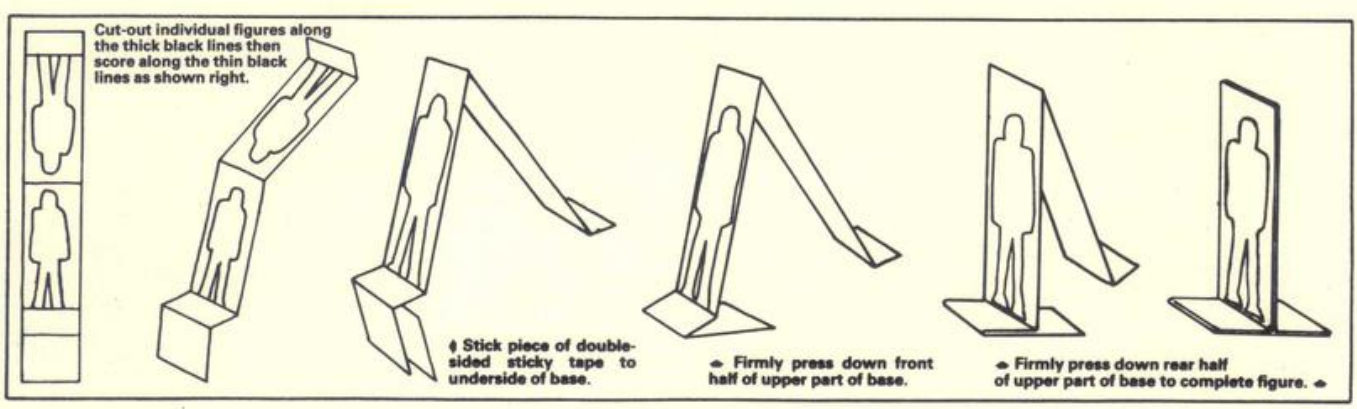
12: Mr and Mrs James. Normal clothing, personal effects. A search will reveal letters and papers proving that he is Lieutenant David Wells (RAF), while she is Mrs Alice Barton, a married woman. This fact may be useful to private detectives or anyone interested in blackmail. There is a .45 revolver and 50 rounds of ammunition in his suitcase.

13, 15, 16: Empty or for use by investigators.

Nightmare in NORWAY

Included in the centre section of this scenario are certain play-sheets, handout and cut-out characters. In order to use these play-aids, open up the staples in the centre of the Scenario, remove the centre section, close the staplles up again. The play-aids can then be readily used at the appropriate points in the Adventure.
The cut-out silhouettes of major characters in the Scenario, included in the centre section, will require assembly.

ASSEMBLING THE CUT-OUT SILHOUETTES

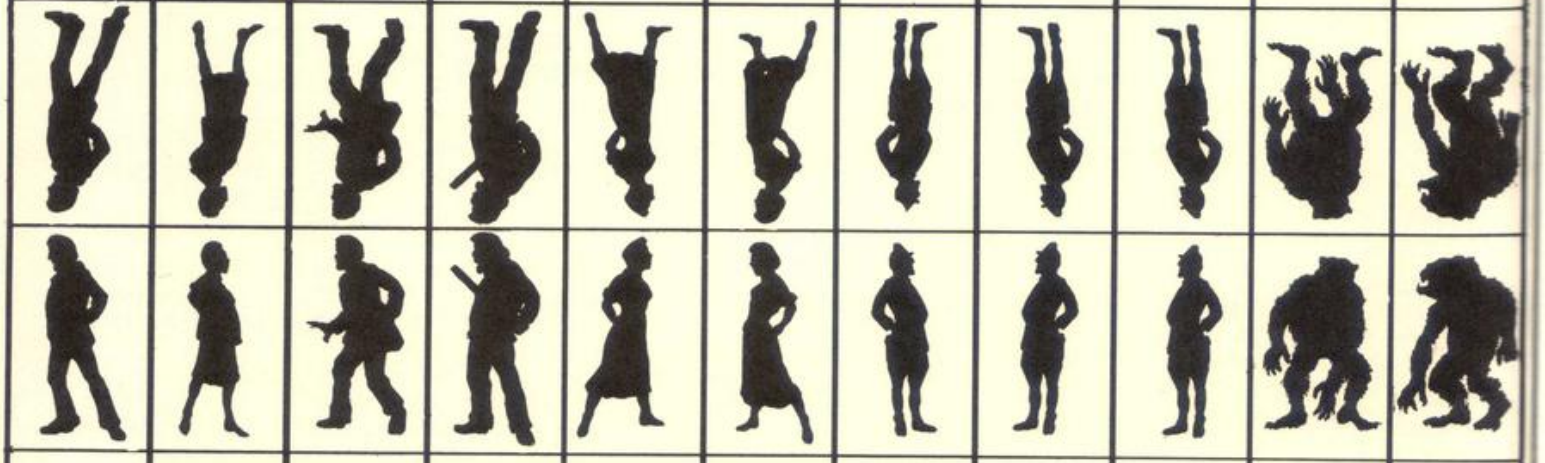

Cut-out individual figures along the thick black lines then score along the thin black lines as shown right.
Stick piece of double-sided sticky tape to underside of base.
Firmly press down front half of upper part of base.
Firmly press down rear half of upper part of base to complete figure.

Nightmare in NORWAY

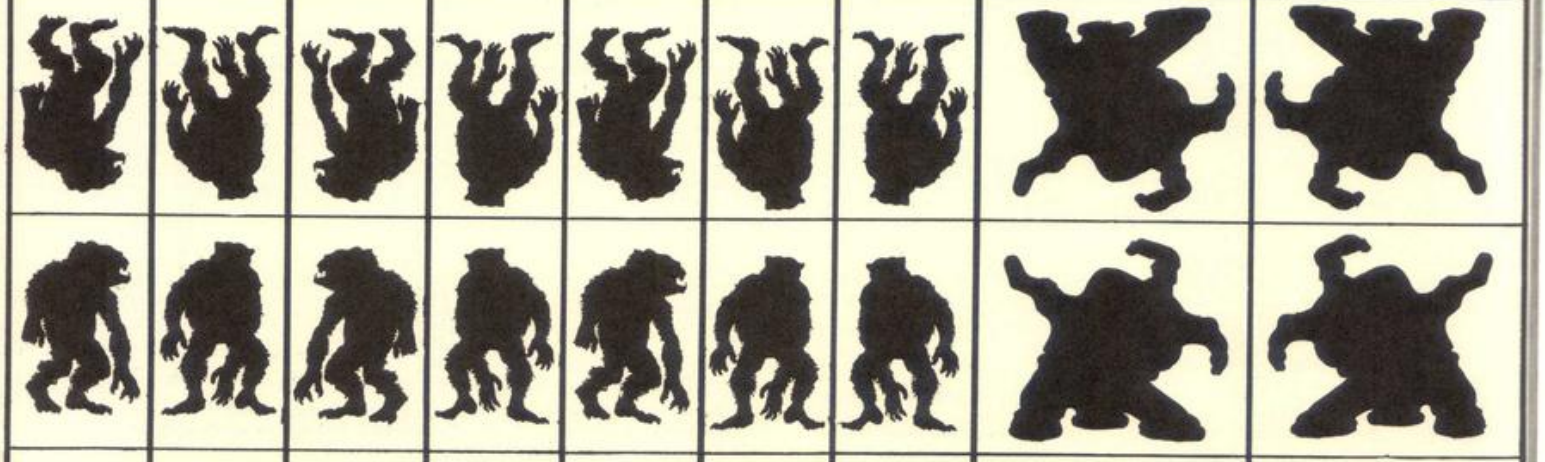
Cut-out silhouettes

These stand-up silhouette figures include all the major characters involved in the scenario. If you require further trolls, photocopy this page to create more.

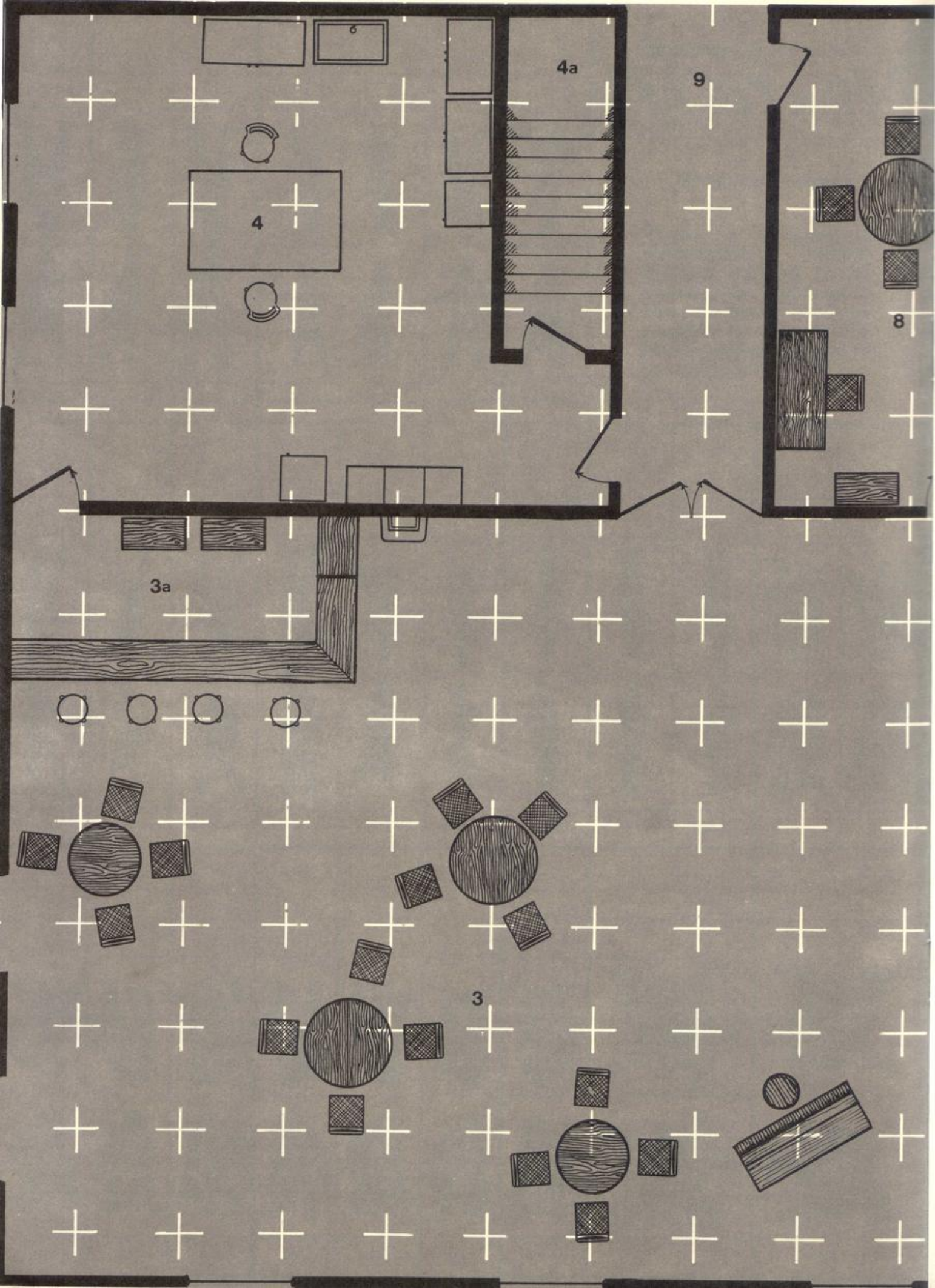
PETER OLSEN | HERR OTTO SCHMIT | SIGISMUND COHEN | MADELINE DUPONT | KAREN OLSEN | SVEN LUNDQUIST | SARA COHEN

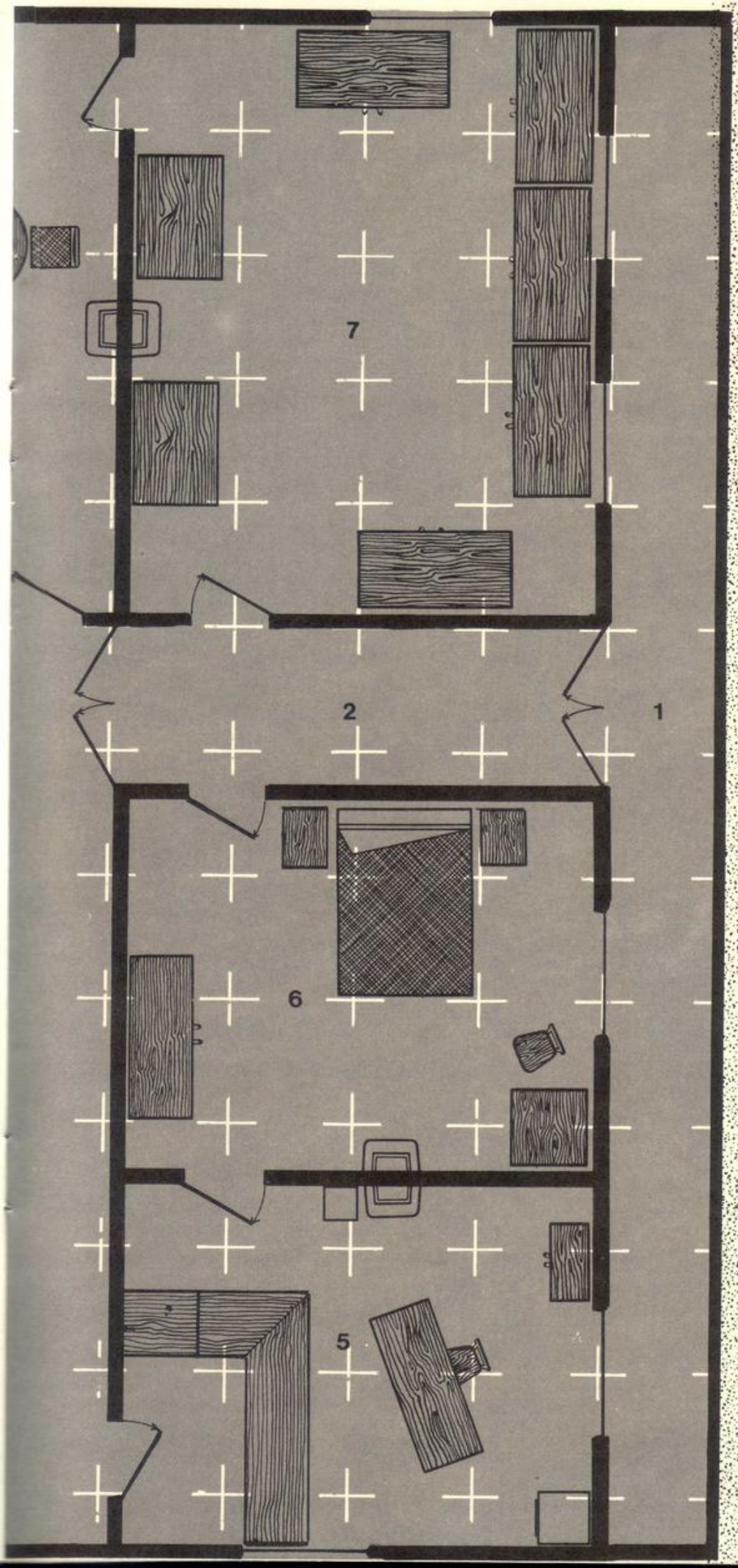


JOHN JAMES | MARY JAMES | OSKAR POULSEN | STANE TORRENSON | HELGA POULSEN | INGRID ANDERSON | CONSTABLE SORRENSON | SGT. ERIC CARLSEN | CONSTABLE BANG | TROLL | TROLL



TROLL | TROLL | TROLL | TROLL | TROLL | TROLL | TROLL | | FORMLESS SPAWN


4a
9
4
8
3a
3



Nightmare in NORWAY

PLAN 2A

OLSENS SKI LODGE

1 VERANDA

2 HALL

3 LOUNGE

3a BAR

4 KITCHEN

4a STAIRS DOWN

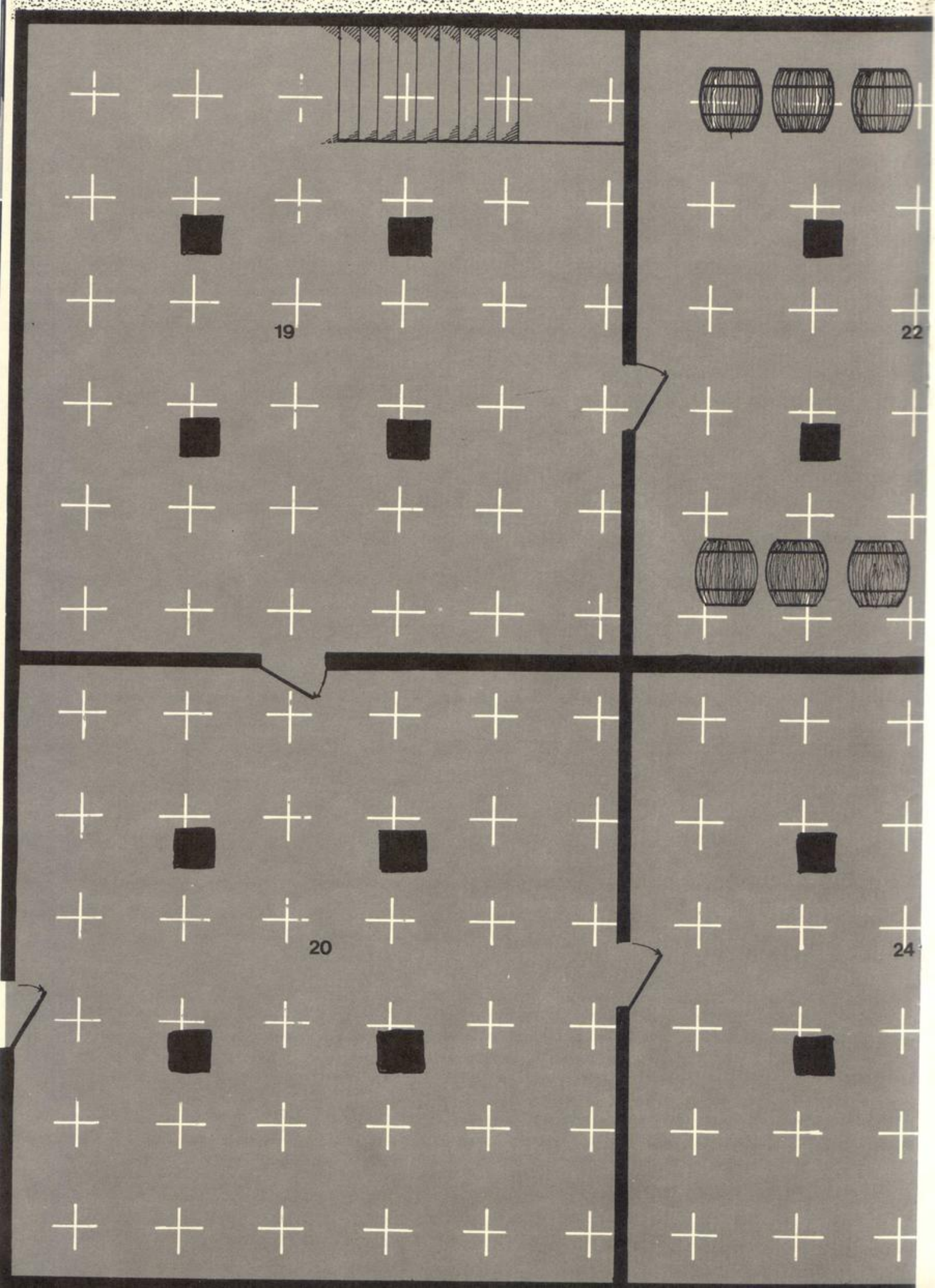
5 OFFICE

6 BEDROOM

7 SPORTS EQUIPMENT

8 DEN

9 CEILING TRAP TO ATTIC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22
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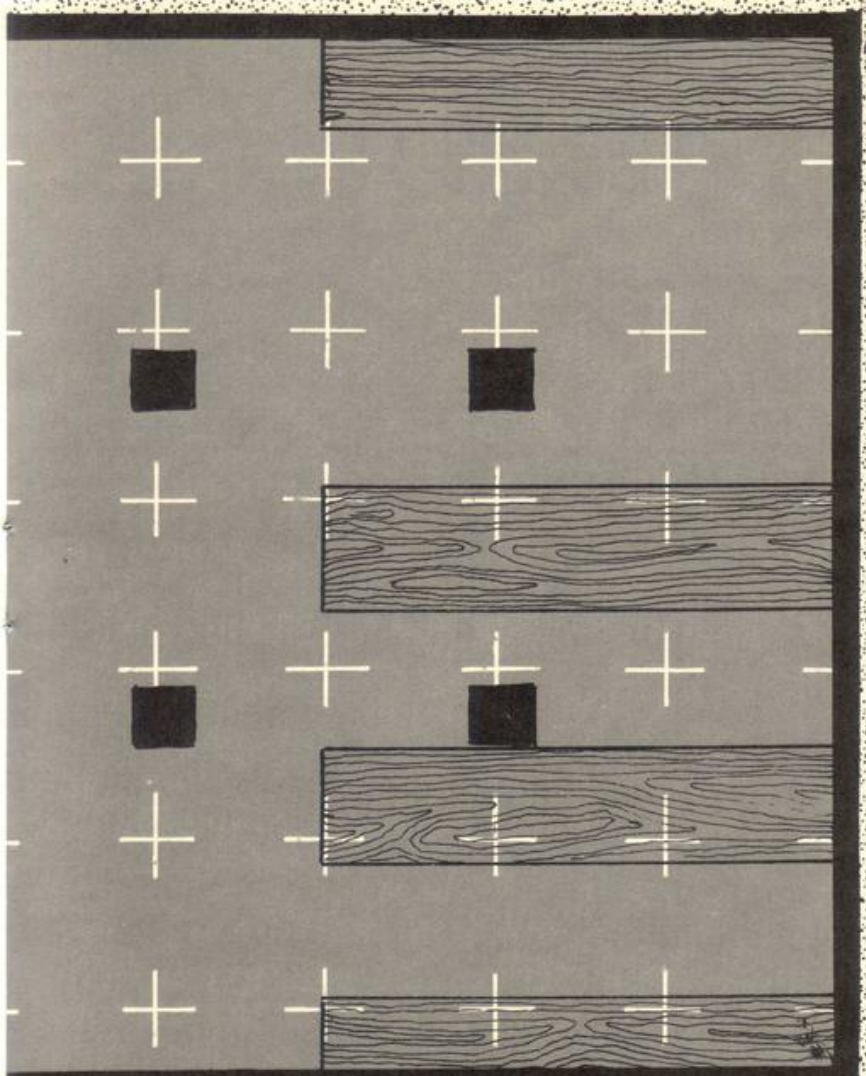


Nightmare in
NORWAY

PLAN 2B

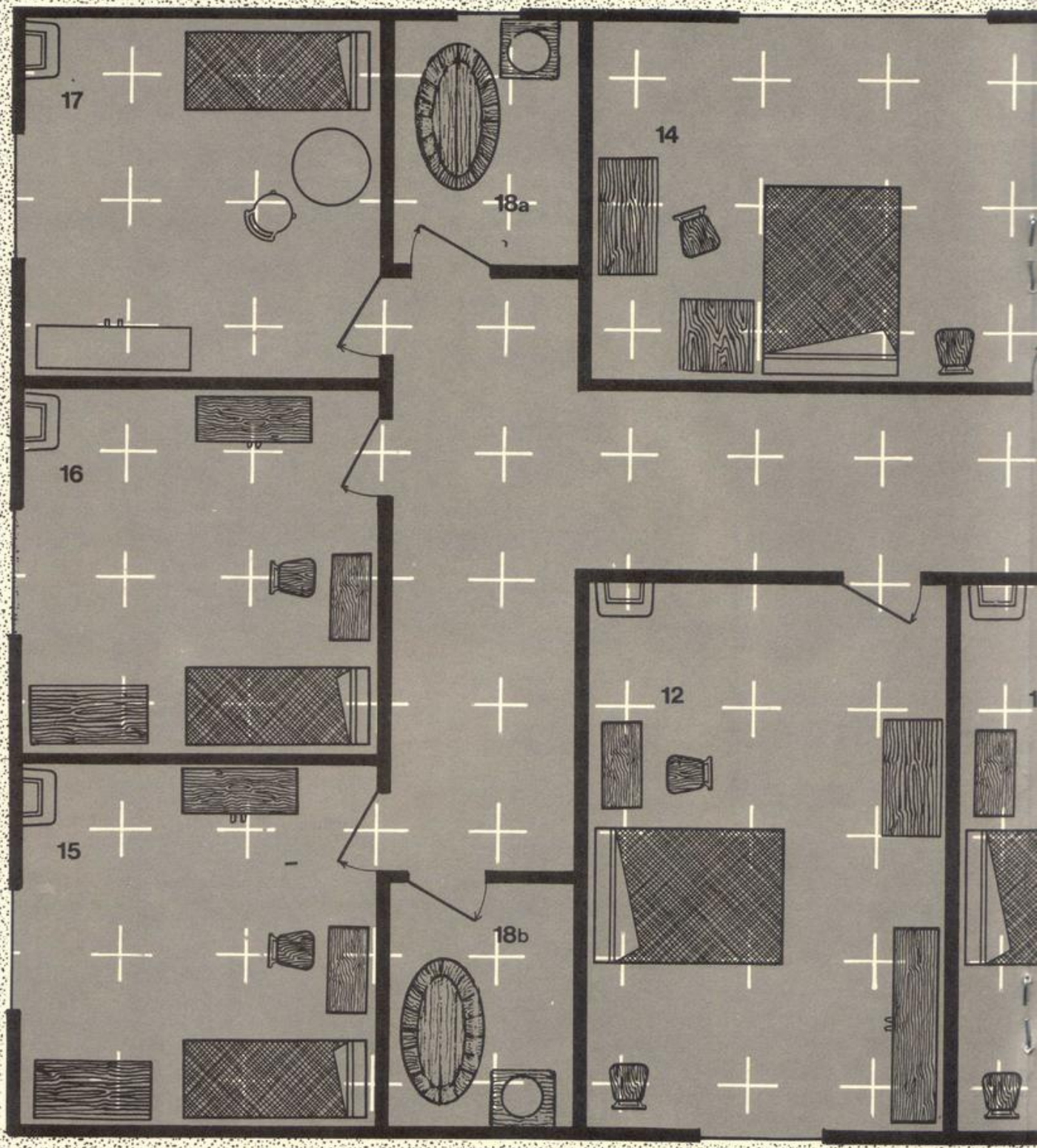
OLSENS SKI LODGE

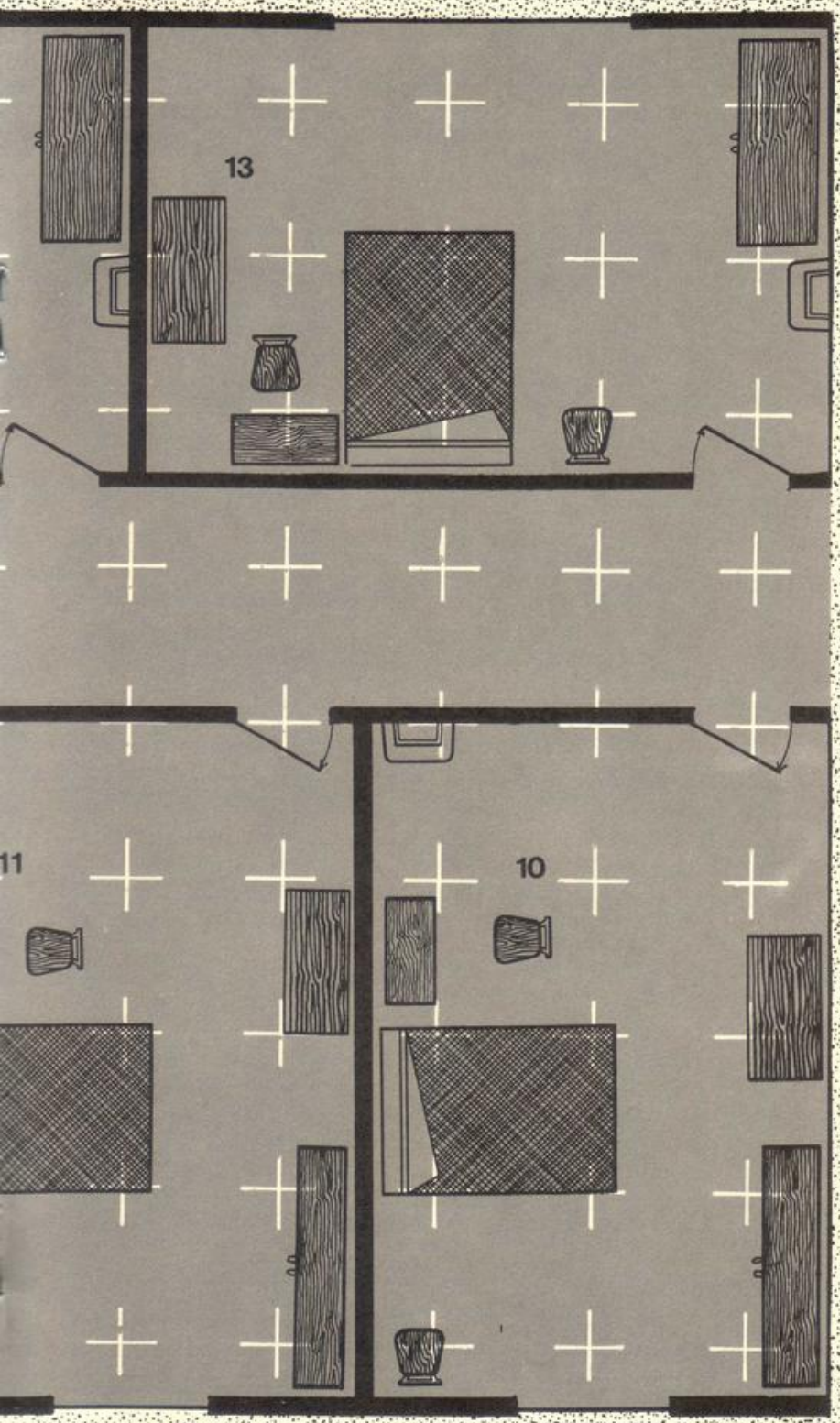
19 FOODSTORE

20 WOODSTORE

21 WORKSHOP

22 WINE CELLAR


17
18a
14
16
12
15
18b



Nightmare in NORWAY

PLAN 2C

OLSENS SKI LODGE

10 BEDROOM

11 BEDROOM

12 BEDROOM

13 BEDROOM

14 BEDROOM

15 BEDROOM

16 BEDROOM

17 MAIDS BEDROOM

18a BATHROOM

18b BATHROOM

BRITISH SKIER KILLED BY WOLVES

TRAGIC DEATH OF LIEUTENANT EDWARD CLEARY M.C.

From our Norwegian correspondent

The current fashion for the dangerous sport of skiing has claimed yet another victim. Lieutenant Edward Cleary, of the South Yorkshire Regiment has been found dead after a fall, his body savagely mutilated by wolves.

Lieutenant Cleary was on leave, staying at Olsen's Ski Lodge, near the small mountain village of Vikenberg, when the accident occurred. He left the lodge at approximately ten o'clock on Friday morning, intending to practise cross country skiing and visit Vikenberg. Several hours later the owner of the lodge, Herr Olsen, learned that he had not reached Vikenberg, and search parties were sent out. On Saturday his body was found at the end of a logging track, badly wounded. An autopsy has revealed that he fell and broke his left leg, and was then savaged as he tried to crawl back to the road. Tonight the local chief of police, Sergeant Carlsen, announced that a wolf hunt would be organised within the next few days. He added, "This is very unsuual. Wolves are normally cowardly, and rarely attack men. We must assume that his injury tempted them to be bold. I have frequently warned foreign visitors to ski in pairs, not alone, if they leave the main road. If Lieutenant Cleary had been accompanied this would not have occurred."

Lieutenent Cleary will be remembered as a brave soldier and sportsman, who always tackled the most dangerous challenges. He was a skilled Alpinist, played polo for the Army in 1919 and 1920, and was an enthusiastic yachtsman. He learned to ski in Switzerland before the Great War, but preferred the lonely slopes of Norway to the crowded Swiss resorts. He is survived by his cousin, Sir Eustace Cleary, and will be buried by his regiment next week.

MISSING CHILD FOUND
ALIVE AFTER FIVE YEARS

CANNOT SPEAK - WAS HE BROUGHT UP BY WOLVES

Baby Sven Lundquist, who disappeared from his home in Vikenberg in 1905, aged 8 months, has been found alive in the woods north of the village.

Sven disappeared from a picnic near the river in June 1904. Search parties failed to find him, and it was assumed that he had drowned. Now he has been found alive, and has apparently spent these missing years in the woods, living as a wild animal. Tragically, his parents did not live to see his return they were killed in a fire last year.

Sven was found by woodsman Lars Petersen, who was working and heard a faint cry. When he investigated, he found the naked boy trapped in a snare. The boy attacked him when he approached, and Herr Petersen was forced to knock him unconscious before he could release him. Later, the police identified him from birth records and foot prints. Last night Doctor Rasmusson, of the State hospital, described his condition. "He seems unable to talk, and is heavily scarred, apparently by falls and animal bites. We are treating him for various parasitic infections, influenza, and colic. In all, we would say that his condition is surprisingly good; stronger than most children of his age. However, we are forced to keep him in a locked room, since he seems determined to escape back to the forest."

Doctor Rasmusson could offer no theories to explain the boys survival. Professor Faalken, of Oslo, has suggested that he might have been brought up by wolves, in the manner described by the British author Kipling. We understand that zoologists are reluctant to agree with this theory.

Whatever the truth, Sven has returned to a village which thought him dead. We hope that he will make a speedy recovery.

A B C D E F G H I J K L M N O P
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27
MILITARY ZONE
MT. KARI
VIKENBERG (VILLAGE)
BODY
GLACIER
BRIDGE
OLSENS SKI LODGE
GLACIER
MT. SKALDI
MT. NYGAARD
FIG 1
0 1
KM
RIVERS
TRACK
RAILWAY
TREE LINE : 1100-1200 M
PINE WOODS

14:Herr Otto Schmidt. Normal clothing, personal effects, binoculars (Leitz 12×30 field glasses), compass, camera lens (135mm Leica lens). A locked writing case contains a sheaf of notes, in German, embellished with pictures of crows and other birds of the region. [*Note:* A successful Read German roll will reveal that the notes are reports on the military exercises on Mount Kari. A successful Spot Hidden roll will reveal that the bird pictures conceal maps in their feather patterns.]

17: Maids. [If the fireplace is searched and a Spot Hidden roll is made, the investigators will find a loose brick concealing a tin box holding £75 in English notes and another £24 in assorted foreign currencies. There are no clues to indicate who left it there.]

18: Two bathrooms. Both have wooden tub baths, which must be supplied with water from the kitchen, and earth lavatories.

There are four large cellar rooms below the main building, all cold but dry, with flagged stone floors and brick walls. The ceiling above (floor of rooms 2-9) has STR 25. Doors between rooms have STR 18, and are locked.

19: Food store. Holds sacks of flour, potatoes, dried fruits, cheeses, butter, and an assortment of hams and sausages hanging from ceiling beams.

20: Wood store. Holds piles of neatly chopped and corded firewood. A woodsman's axe, a timber saw, and a hand axe and wedges are hung on hooks next to the door. The door in the south wall is locked and barred *[STR 26]* and partially covered by a 5' deep snowdrift.

21: Workshop. Holds carpentry tools, roofing tiles, paint, cement, bricks, spades, and other useful equipment.

22: Wine cellar. Holds wine racks and barrels *[w]*, and some kegs of beer *[b]*. The western rack holds spirits *[s]*.

The stable houses two average cart horses, an eight-seat sleigh, a light cart, appropriate harnesses, and a bicycle. The horses are not trained for riders, and will attempt to throw them off. When harnessed, they pull the sleigh at movement rate 9. There is a 20% chance that the sight or smell of a troll will make a horse panic, increasing movement rate to 10 for one panicking horse, 12 if both panic. Characters in charge of panicking horses must make a successful Drive Sleigh roll to avoid losing control.

Garage 1 holds cars belonging to Otto Schmidt and Mr James. Both are two-seater sports cars and have completely cold engines. A Drive Automobile roll is needed to start either car with its crank, and it takes two minutes to get the engines warm enough to run properly. Both cars have a movement rate of 20 normally, a rate of 14 or less on icy roads or in thick snow. In a snowstorm the driver must make a skill roll every 500 metres, to avoid bogging down in a drift.

A concealed compartment in the boot of Schmidt's car holds 43 canisters of film – 10 infra-red and the rest normal – and a machine pistol with four clips of 20 rounds each. *[Projectile, Damage 1D8+2 (Automatic), Base chance 10%, 6 points breakage, 15 yards range, Impales.]*

Garage 2 holds Madeleine Dupont's car, a four-seater steam saloon burning paraffin. A pilot light keeps the boiler moderately warm, and it can be started without delay. The same driving skill rules apply. There is room in the garage for another car.

The sauna is a simple hut, normally warmed by a wood brazier. In a storm no one will go out to refill it, and the hut will be cold.

The pool is frozen. Over most of its area the ice will support objects up to SIZ 15, and is suitable for skating. Near the sauna hut (area indicated by dotted lines) the ice has been broken repeatedly; it will support objects up to SIZ 5, and is too rough for skating.

CHARACTERS IN THE LODGE

The following list includes the positions of characters at the start of the troll attack (rolled using 1D20). Investigators should also be asked to declare their locations before the attack begins.

Peter Olsen: Norwegian male, age 35. Sergeant in Norwegian Army Reserve; ski instructor and lodge keeper.

STR 12	CON 11	SIZ 9	INT 14	POW 10
DEX 12	APP 14	SAN 50	EDU 10	Hit Pts

Skills: Accounting 25%, Bargain 20%, Camouflage 30%, Climb 55%, Credit Rating 25%, Dodge 34%, Drive Sleigh 35%, First Aid 35%, Linguist 20%, Mechanical Repair 30%, Meteorology 15%, Operate Tractor 20%, Ride 20%, Ski 74%, Speak English 35%, Read/Write English 15%, Speak Finnish 30%, Read/Write Finnish 25%, Speak German 25%, Read/Write German 25%, Track 15%, Shotgun 40%, Rifle 45%, Revolver 30%, Knife 35%

Equipment: Sheath knife (as commando knife), keys (masters for all guest rooms, cellars, office safe, front door).

Money: Assorted currency in safe, 32 Krone carried, 17 500 Krone banked.

Start: 1-15 behind bar in lounge; 16-20 in office.

Karen Olsen: Norwegian female, age 32. Wife of Peter Olsen; 4 months pregnant. She does much of the routine work at the lodge, and is usually found in the office or kitchen, or playing the piano in the lounge in the evenings.

STR 9	CON 10	SIZ 10	INT 16	POW 12
DEX 14	APP 13	SAN 60	EDU 9	Hit Pts 10

Skills: Botany 20%, Cooking 45%, Diagnose Disease 15%, Drive Sleigh 25%, Linguist 10%, Play Piano (classical) 45%, Ride 10%, Sing 15%, Ski 43%, Speak English 35%, Speak Finnish 45%, Speak French 25%, Treat Disease 10%, Zoology 25%, no combat skills.
Equipment: Cooking utensils, guest room keys, cellar keys.
Money: 12 Krone carried, other funds shared with husband.
Start: 1-15 in kitchen; 16-20 playing piano in lounge.

Ingrid Anderson: Norwegian female, age 18. Maid, unmarried; warm-hearted but squints.

STR 10	CON 11	SIZ 7	INT 9	POW 6
DEX 12	APP 7	SAN 30	EDU 6	Hit Pts 9

Skills: Cooking 45%, Sing 25%, Ski 34%, Speak English 5%, Speak German 5%, Speak Swedish 5%, no combat skills.
Equipment: Keys to guest rooms.
Money: 11 Krone carried, 45 Krone at home (in village).
Start: 1-15 Kitchen; 16-20 cellars.

Helga Poulsen: Norwegian female, age 17. Maid, unmarried; a petty thief and blackmailer.

STR 12	CON 14	SIZ 9	INT 11	POW 10
DEX 12	APP 13	SAN 50	EDU 8	Hit Pts 11

Skills: Bargain 20%, Cooking 15%, Fast Talk 30%, Hide 20%, Linguist 20%, Listen 35%, Pick Lock 10%, Pick Pocket 20%, Sneak 35%, Speak English 15%, Read/Write English 15%, Speak German 25%, Read/Write German 15%, Speak Finnish 20%, Spot Hidden 25%, Knife 30%.
Equipment: Keys to guest rooms, wine cellar (stolen copy), bunch of suitcase and trunk keys, pocket knife, bicycle (in stable).
Money: 17 Krone carried. See room description.
Start: Any empty guest room (choose at random).

Madeleine Dupont: French female, age 25. A rich spoilt heiress, unmarried; a hunter with no concern for conservation or respect for animal life.

STR 11	CON 12	SIZ 10	INT 15	POW 11
DEX 15	APP 17	SAN 73	EDU 12	Hit Pts 11

Skills: Bargain 20%, Camouflage 25%, Climb 55%, Credit Rating 30%, Dodge 40%, Drive Automobile 30%, Drive Sleigh 15%, Jump 35%, Linguist 10%, Ride 30%, Ski 50%, Speak English 45%, Speak German 20%, Speak Norwegian 10%, Track 25%, Zoology 25%, Shotgun 40%, Rifle 45%, Revolver 30%, Knife 35%.
Equipment: .22 Derringer (2 shot) in handbag. See room description.
Money: £127 in mixed English, French and Norwegian currency.
Start: 1-15 lounge; 16-20 room.

Sigismund Cohen: Viennese male, age 55. Jewish jeweller. Cohen is supposed to be visiting Norway for his health. He has suffered a series of bad falls, and currently has a severely sprained ankle. He is notable for complaints about the cold, his ankle, and the noise the wind makes at night.

STR 10	CON 7	SIZ 8	INT 15	POW 17
DEX 16	APP 13	SAN 85	EDU 14	Hit Pts 7

Skills: Accounting 40%, Bargain 25%, Climb 5%, Credit Rating 25%, Dodge 10%, Geology 20%, Lapidary & Goldsmith 45%, Library Use 30%, Linguist 30%, Mechanical Repair 15%, Meteorology 10%, Psychology 25%, Sing 25%, Ski 5%, Speak English 25%, Read/Write English 15%, Speak French 30%, Read/Write French 25%, Speak German 70%, Read/Write German 70%, Speak Hebrew 30%, Speak Yiddish 70%, Revolver 30%
Equipment: Pocket knife, hip flash brandy.
Money: £17 in mixed European currencies.
Start: 1-10 lounge; 11-20 in bed in room.

Sara Cohen: Viennese female, age 42. Jewish, wife of Sigismund. She is only in the lodge to keep her husband company, and has not attempted to learn to ski. She has made friends with Karen Olsen.

STR 9	CON 9	SIZ 9	INT 11	POW 9
DEX 9	APP 10	SAN 45	EDU 9	Hit Pts 9

Skill: Bargain 25%, Credit Rating 20%, Cooking 45%, Knitting 25%, Listen 45%, Psychology 15%, Sewing 20%, Sing 25%, Ski 74%, Speak English 15%, no combat skills.
Equipment: Sewing and knitting materials.
Money: £25 in mixed European currencies.
Start: 1-10 lounge; 11-16 bedroom; 17-20 kitchen.

John James (Lt David Wells RAF): English male, age 22. Pilot. Wells is in the middle of a torrid affair with Alice Barton (see below) and is trying to pretend he is a businessman.

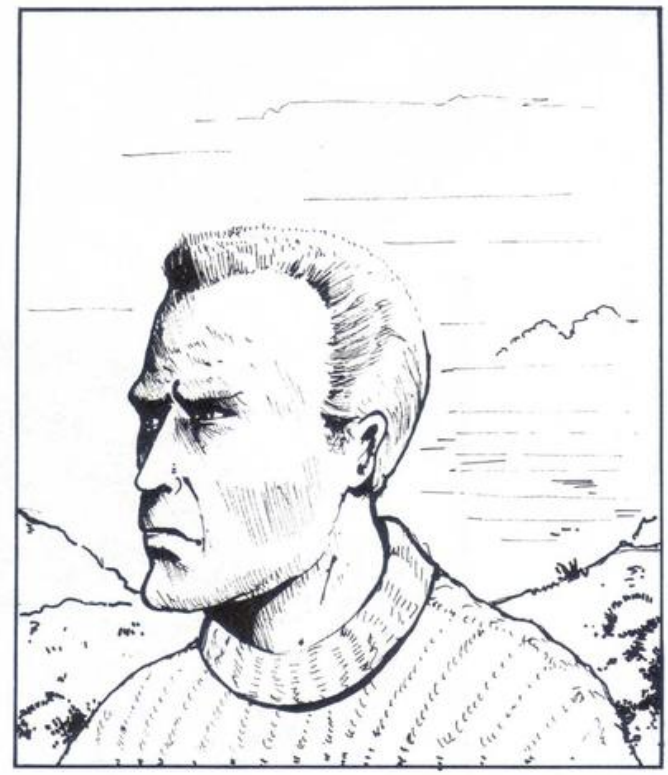
STR 16	CON 15	SIZ 12	INT 12	POW 12
DEX 15	APP 14	SAN 60	EDU 14	Hit Pts 13

Skills: Camouflage 25%, Chemistry 25%, Climb 40%, Dodge 55%, Drive Sleigh 15%, Electrical Repair 20%, Linguist 25%, Mechanical Repair 30%, Meteorology 20%, Pilot Aircraft 25%, Ride 10%, Ski 45%, Speak French 55%, Speak German 40%, Read/Write German 10%, Speak Norwegian 20%, Rifle 35%, Revolver 30%, Rapier 25%
Equipment: See room description.
Money: £72 in mixed British and European currencies.
Start: 1-15 room; 16-20 lounge.

Mary James (Mrs Alice Barton): English female, age 33. A married woman who dislikes her husband; he is an important lawyer and would divorce her if he knew of her infidelity.

STR 11	CON 18	SIZ 9	INT 16	POW 13
DEX 12	APP 17	SAN 65	EDU 12	Hit Pts 13

Skills: Botany 25%, Drive Sleigh 15%, Linguist 20%, Listen 35%, Play Piano (jazz) 25%, Ride 25%, Ski 29%, Speak French 25%, Read/Write French 25%, Speak Norwegian 10%, no combat skills.
Equipment: Pocket Kodak camera and films (in suitcase).
Money: £132 in mixed British and European currencies.
Start: 1-18 with 'husband'; 19-20 in bath.



Herr Otto Schmidt: German male, age 47. Schmidt is a captain in the Wehrmacht (German army), a spy pretending to be an ornithologist. He is observing the military manoeuvres on Mt Kari. Anything he learns will be filed for use if there is ever a German invasion of Norway.

STR 11	CON 16	SIZ 11	INT 15	POW 16
DEX 15	APP 15	SAN 80	EDU 14	Hit Pts 13

Skills: Astronomy 20%, Bargain 20%, Camouflage 25%, Chemistry 25%, Climb 55%, Dodge 55%, Drive Auto 35%, Drive Sleigh 15%, Fast Talk 15%, Hide 25%, Library Use 65%, Linguist 20%, Make Maps 45%, Mechanical Repair 30%, Photography 25%, Ornithology 20%, Pick Locks 20%, Ride 10%, Ski 55%, Sneak 45%, Speak English 55%, Read/Write English 25%, Speak Norwegian 40%, Read/Write Norwegian 30%, Track 25%, Shotgun 50%, Rifle 30%, Revolver 30%, Machine Pistol 25%, Knife 25%, Sabre 45%
Equipment: Pocket knife, Leica camera, .32 Derringer pistol (4 shot). Also see room & car descriptions.
Money: £120 in gold sovereigns, £55 in assorted European currencies.
Start: 1-5 lounge; 6-20 room.

INCIDENTS

During the week before the troll attack, various incidents should occur in or near the lodge. Some are related to the troll attack, others to the activities of NPCs. Throughout this period the investigators will hear occasional shots and muffled explosions from the manoeuvres on Mount Kari.

Day 1: Herr Schmidt vanishes overnight. He reappears shortly before dawn, and says that he was lost in the woods. If a search is made his tracks cross rocky ground repeatedly. Tracking rolls must be made every hundred metres, on a circuitous route toward Mt Kari. After this 'accident' Schmidt cautiously visits his car to deposit several rolls of exposed infra-red film and take new supplies.

Day 2: Madeleine Dupont goes out in her car, carrying her gun case. If followed she simply visits the village, buys some chocolates, and returns. Otherwise she goes to Mount Skaldi and spends several hours unsuccessfully attempting to find the lair of the trolls. Repeated on days 3 and 4.

Day 2: One of the investigators (choose randomly) sees a white shape moving through the trees. There is just enough time for everyone to fire a shot at DEX 10 or more before it disappers. Anyone attempting to follow this shape must make a successful Tracking roll; if successful, large shallow tracks will lead the investigators to a clearing occupied by 8 Norwegian soldiers in Arctic camouflage, snowshoes, and full combat gear, on a map-reading exercise. They are lost and are 5km outside the exercise area. If shots are fired the remaining soldiers will arrive, with guns ready, in 1D4 rounds. [Assume characteristics and skills similar to Police Sergeant Carlsen for all soldiers in this incident.]

Day 3: A white shape is seen through the trees, but disappears before any shots can be fired. If it is tracked the trail will be lost on stony ground after a few hundred metres. The tracks resemble huge pawmarks. Investigators should make a Spot Hidden roll to notice a pronounced rancid animal smell. A 'troll' has been scouting the area.

Day 4: A wolf is seen through the trees, part of a pack of eight. A lone investigator may be attacked, larger groups will be avoided. [*Spot hidden:* Their tracks are different to those seen the previous day.]

Day 4 (evening): Mr & Mrs James scandalise the occupants of the lodge by taking a sauna lasting 2 hours *together!*

Day 5: Helga Poulsen visits the village on her bicycle to collect some supplies, and posts a letter bearing a large number of stamps. Spot Hidden before she posts it will reveal a German address. If intercepted, it is addressed to Erich Hegel, a former guest. A Read German roll is required to understand that the letter is a threat to disclose an unspecified offence.

Day 5 (evening): Snowstorm, lasting 6 hours. The troll attack takes place during the storm. However, the keeper should alter this timing if the investigators seem close to solving the blackmail case and leaving, or decide to spend the evening in the village. They must be in the lodge when the attack starts.

TROLLS

Description: Trolls are large apelike creatures descended from prehuman hominids. (Their own name for themselves is unpronouncable; they are called 'trolls' here for convenience.) They are slightly smaller than humans. They have dull white coats and dark eyes, and are scavenging omnivores. Their faces are almost indescribably ugly, and they have a pronouncedly unpleasant rancid smell.

Notes: Trolls normally avoid mankind, hiding so well that they are almost forgotten. For much of the year they lair in glacial caves, only emerging at night to forage for roots, small rodents, and carrion. They have extremely good night vision. In the winter they are more active, but their camouflaged pelts and reclusive habits make them almost undetectable. Like wolves they will attack humans if the odds are right.

Trolls have a crude language (consisting mostly of growls) and a primitive tribal culture based on food sharing and the placation of their deity, Tsathogghua.

Characteristic		*Average*
STR	4D6+6	20
CON	4D6+8	22
SIZ	2D6+2	9
INT	1D6+6	9-10
POW	3D6	10-11
DEX	2D6	6-7
Hit Points		15-16
Move		11

Weapon	*Attack*	*Damage*
Bite	45%	1D6
Claws	60%	1D8×2
Club	25%	1D10*
Missile	15%	1D8**

*Improvised weapon, eg. a chair or branch.
**Eg stones, brick, etc.

Armour: Thick matted fur, armour factor 3.
Spells: To determine spells known by a troll roll D100. If the result is less than or equal to INT the troll knows that many spells, otherwise it knows none.
SAN: Anyone seeing a troll for the first time must make a SAN roll or lose 1D4 SAN. A successful SAN roll costs nothing. Subsequent exposure to trolls has no SAN effect.

Trolls know one unusual spell:

CALL BLIZZARD

This spell has been granted by Tsathogghua, to protect the trolls (and other races like the yeti) who are the last descendants of his original worshippers. It requires a permanent point POW plus a Magic Point an hour, and affects 100 metres radius from the casting point, doubling in radius for each additional Magic Point used. The storm created will bring several feet of snow, gale force winds, and temperature reduction of 10D6°F (5-35°C) from an initial temperature of 28°F (−2°C). Humans caught in such a storm will lose 1D2 hit points per minute exposed, if a roll under 5×CON is failed. It takes 20D6 minutes for this spell to be cast and take effect; storms last 2D6 hours. This spell is similar to that used by gnoph-keh (see *Cthulhu Companion*) but it is an area effect, centred on the point where it is cast not on the spell caster. Its duration and area must be specified when the spell is cast, and it is not improved by being cast more than once (although it can be cast on two adjoining areas).

The number of trolls attacking the lodge should be varied according to the number of investigators:

2 investigators – Leader, Shaman, 5 males, 3 females.
3-4 investigators – Leader, Shaman, 7 males, 5 females.
5 investigators – Leader, Shaman, 9 males, 7 females.

Before the attack the Shaman casts the Call Blizzard spell. The trolls will search the outbuildings first, then attack the lodge itself on two or three fronts. Exact details are left to the keeper, who should try to ensure that at least one troll survives the attack, leaving a trail back to Mount Skaldi and the troll lair.

	Leader	*Shaman**	*Ave Male*	*Ave Female*
STR	24	18	20	18
CON	24	27	22	22
SIZ	11	7	9	8
INT	11	12	9	10
POW	11	16	10	12
DEX	8	9	6	7
Hit Pts	17	17	15	15
Damage	+1D6	+1D4	+1D4	+1D4

*The troll Shaman is a female, and knows the spells Contact Tsathogghua, Contact Formless Spawn of Tsathogghua, Voorish Sign, Call Blizzard, and Shrivelling.

The troll tribe on Mount Skaldi live in a network of caves *[Plan 4]* under the glacier *[Map 1, location Q-19]*. Trolls mentioned in the description following are reinforced by survivors of the attack. If one cave area is attacked, trolls from other areas will come to help its defenders.

[1] The cave opening is a sloping tunnel down 30′ to an irregularly-shaped cave with a 4′ ceiling. The south side has two 4′ wide and high openings, with a tiny stream running west to east between them. The north side features two tunnel openings, one *[1a]* 3′ high (leading to a dead end), the other 4′ high. This chamber usually holds one adult male troll. [*Spot Hidden:* The north-west passage shows some signs of having been enlarged artificially.]

[2] This cave is reached via a 4′ diameter tunnel, running upwards at 45°. The tunnel floor is a small stream, and is extremely cold and slippery. the upper 15′ of this tunnel passes through the ice, and the chamber itself is a bubble in the glacier, with an 8′ ceiling. Stacked against the ice walls are the corpses of wolves, rodents, and two trolls. All are partially eaten. The troll corpses resemble human babies to such an extent that anyone seeing them will lose 1D3 SAN if a SAN roll is failed. The ceiling of this chamber is unstable, and any violent impact (such as a bullet or grenade explosion) may collapse it. This will happen if a percentile roll is made less than or equal to the damage caused.

[3] This cave holds a pool of fetid water, approximately 20′ deep. The 40° passage down is extremely slippery, and anyone failing a climb roll will slip and slide into the water. Usual drowning rules should be used; in addition, anyone falling in will lose 1 hit point per round due to the intense cold of the water, and must make a roll under 5×CON to avoid contracting typhoid fever.

[4] This cave is entered through a 4′ wide tunnel, also slippery with a 25° slope upwards. The eastern side *[A]* has a 6′ ceiling; the floor of the west side *[B]* is 12′ lower than the rest of the chamber. There are footholds in the side of the upper platform *[C]*. Several tunnels lead from this chamber. [*Spot Hidden:* There are two trolls in the lower area, hiding in shadows under the ledge. The western tunnel (to 10) shows signs of having been enlarged.]

[5] This cave is reached via a 45° sloping tunnel 4′ above the floor of cave 4. It has a floor of leaf mould and pine needles, in which grows a crop of mushrooms and other fungi. There is a 25% chance that anything picked in this cave is poisonous to humans, and a 10% chance that it contains a powerful hallucinogen. Anyone eating a hallucinogenic fungus must make a SAN roll or lose 1D3 points of SAN, and must also make a Cthulhu Mythos roll. If the latter roll is successful, the character will gain 1% Cthulhu Mythos knowledge, and lose a point of SAN. Subsequent hallucinogenic experiences will not have this effect unless the character has acquired more Cthulhu Mythos knowledge by coventional means. These fungi are used in the trolls' religious rituals.

[6] This cave is a continuation of 5, containing the same types of fungi. There is a narrow shaft in the cave roof, leading up to 20′ at 45° to the surface. The shaft is capped by a stone slab, SIZ 9, and is used as an emergency exit.

[7] This cave is entered through a 3′ diameter tunnel, with a varying slope upwards. It is used by the troll leader, and is unoccupied if he has been killed. The chamber has a 5′ ceiling and is floored with rotting furs (valueless) and pine needles. [*Spot Hidden:* A crevice in the west wall holds some items found on the trolls' victims: a gold watch, four rings, a rosary, two polished cow horns, and a rusty cap-and-ball black powder revolver (unusable). The watch and rings are worth approximately £40.]

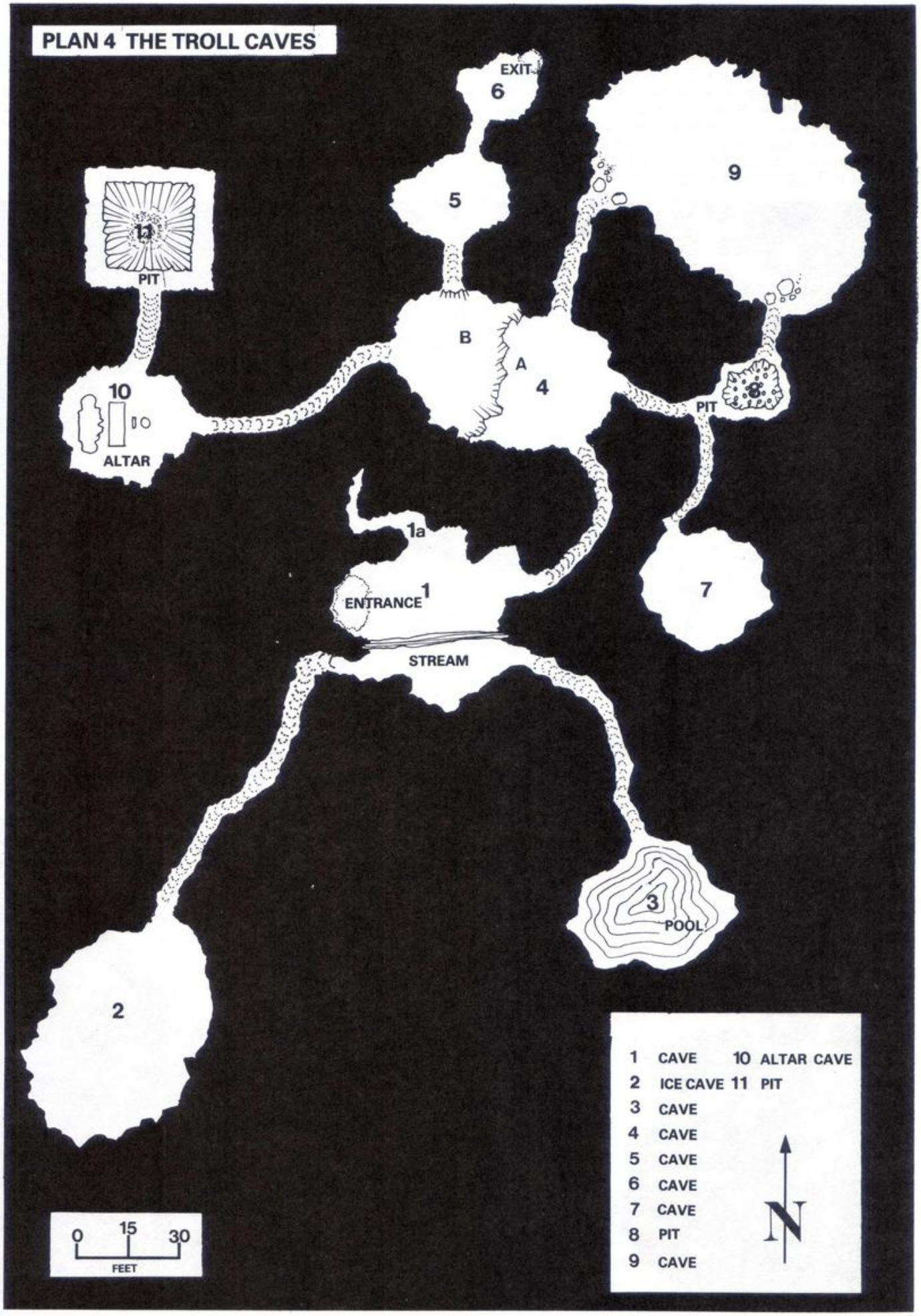
[8] A 20′ deep pit, the bottom having several sharpened branches used as spikes. There is a 2′ wide ledge around the rim of the pit. The pit is sometimes used as a lavatory, and there is a 90% chance that any wound from the stakes will become infected.

[9] The main living area. This chamber has a 5′ ceiling. There are boulders piled by both entrances, which can be pushed down at intruders. Each boulder will do 1D8 damage. The chamber holds six males, eleven females, and five young (as adults less 2D6 CON and STR), plus any survivors of the attack who are not placed elsewhere. There are a number of gnawed bones around the

chamber, including some from humans. These may be used as weapons or projectiles by the trolls.

[10] A roughly hemispherical chamber, entered by a 30° sloping passage showing some signs of artifical improvement. This cave is partially natural, but has been enlarged and improved by the trolls. It is a temple to Tsathogghua, dominated by a crude black stone statue of the god behind a rough altar facing the entrance. Anyone seeing this statue must make a SAN roll or lose 1D4 SAN. A Cthulhu Mythos roll is required to identify it correctly.

If the troll Shaman survived the attack she will be present, otherwise her assistant (her daughter) and two other trolls are present. All four are chewing fragments of hallucinogenic fungus, and there are four more of the fungi on the altar. The assistant has average troll female characteristics, stats, and knows the spells Contact Tsathogghua and Summon Formless Spawn of Tsathogghua. If the investigators approach is not a surprise one or both of these spells will have been cast, and one of the trolls in the room will have been sacrificed.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FEET

The sacrificial blade is not made of native rock, but of strange green stone. Scientific analysis will show that it is silica, fused by some incredible heat, and is mildly radioactive. Rock of this type will be created by mankind in 1945, at the Trinity atomic bomb test.

[11] A square chamber, obviously artificial, entered via a 45° passage sloping downwards. There is a 15′ square shaft in the centre of the floor. Swirling clouds are visible approximately 50′ down the pit. This pit is a space/time door leading to the distant past, the era preceding the Old Stone Age when Tsathogghua dominated the prehuman hominids of Earth. It is the main reason the trolls remain in this cave complex, so near to a village: they have been forbidden to leave, and are supposed to guard it from the enemies of Tsathogghua.

The shaft is a lethal trap for investigators; it is a one-way gate, and emerges in mid-air approximately a mile above the ground. It is also guarded by two formless spawn of Tsathogghua, which live inside niches 10 and 75 feet below the start of the cloud layer:

	Spawn 1	*Spawn 2*
STR	17	22
CON	8	11
SIZ	22	27
INT	11	12
POW	14	16
DEX	15	16
Hit Pts	15	17
Damage	+1D6	+2D6

The actual Gate is 150 feet below the lip of the pit, and drains 6 Magic Points. Investigators using it must also make a SAN roll or lose 1D6 SAN, losing 1 SAN if the roll is succcessful. They also need parachutes (and should *not* be warned of these problems in advance).

If the spawn have been Summoned, if Tsathogghua is contacted, or if someone is foolish enough to throw something down the pit, the spawn will emerge and attack. If the Summon spell has been used, the trolls will probably be safe from attack, otherwise all living creatures in the caves are at risk. The spawn won't go beyond the cave mouth.

Further responses from Tsathogghua might involve more attacks by formless spawn, by other Mythos creatures, or by Cultists. Such attacks may be delayed weeks or months after the apparent end of this adventure.

AFTERMATH

Sven Lundquist is the only villager who knows that the trolls are present. If there is a massacre at the lodge the investigators (and other survivors) will be forced to answer a lot of questions, unless they can produce troll corpses as evidence.

If the trolls have been killed the investigators face another problem. Sven Lundquist will start to hunt them, following them across Norway, or even across Europe and back to Britain if necessary. Typically he might begin this campaign by killing an NPC – or *attempting* to kill one or more investigators – before they leave Vikenberg, and make further attacks on the train back to Bergen (or whatever other route is used). Methods will be varied to suit the target, and a long-range sniping attack is as likely as a direct confrontation. Lundquist is tough, strong, and almost unaffected by cold and rough conditions. He can live off the land, or steal food and weapons. If necessary he will stalk a victim for several days before making his attack. If he manages to kill all the survivors of the lodge he will return to Vikenberg and resume his quiet life in the village.

The promised fee will be paid if the investigators end the blackmail demands; Sir Eustace always pays his debts. He will also give each investigator a one-year free pass for ships of his line (cargo ships with second-class passenger accommodation, serving Europe Gibraltar, the Middle East and Africa) if they manage to avoid publicity, and his cousin's case isn't mentioned in connection with the lodge attack.

SOURCES

Philip José Farmer — Lord Tyger
Rudyard Kipling — The Jungle Book
Gavin Lyall — Blame The Dead
Olaf Olsen — Two Eggs On My Plate

Collins' Scandinavian Phrase Book
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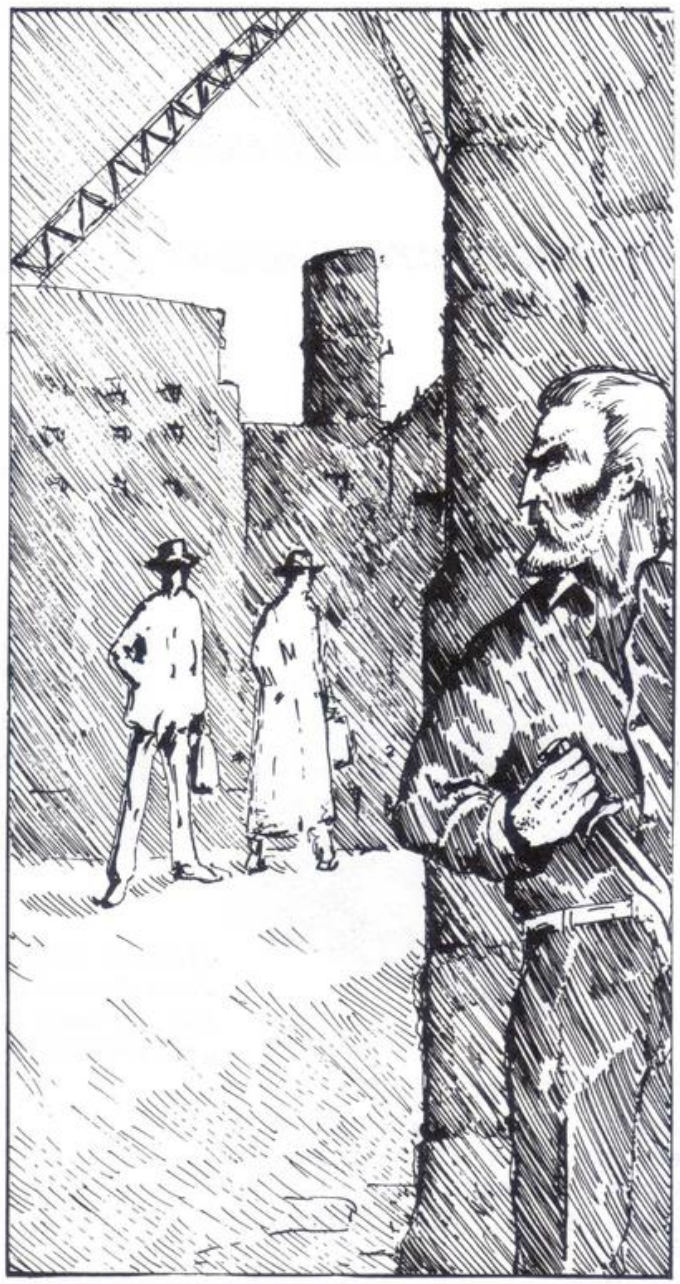

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Nightmare in NORWAY

By Marcus L. Rowland

A Call of Cthulhu adventure for 2-5 moderately experienced player characters, set in Norway in February 1925.

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